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ASSOCIATE EDITOR:
PAUL RAND

PRODUCTION EDITOR:
GARY LORD

STAFF WRITERS:
DENIZ AHMET
AMANDA TIPPING
RIK SKEWS

CONTRIBUTING WRITERS:
TIM BOONE
DEAN EVANS
CAL JONES
DAVID UPCHURCH
SIMON BYRON

MANAGING EDITOR:
STEVE JAMES

DESIGN

ART EDITOR:
JULIE HEAP

ADDITIONAL LAYOUT:
NIKKI CREED
ALEX PATRICK

ILLUSTRATIONS:
STUART HARRISON

D MANAGER: Simon Hamar AD XEC: Zoe Walker PRODUCTION SST: David Nye MARKETING DIREC- OR: Marcus Rich MARKETING MAN- GER: Karen Williams PRODUCT ANAGER: Sarah Hillard JUNIOR RODUCT MANAGER: Nichola entley PUBLISHER: Garry Williams ANAGING DIRECTOR: Terry Pratt UBSCRIPTION ENQUIRIES: CVG ubscriptions, Tower Publishing, ower House, Sovereign Place, athkill Street, Market Harborough, eicestershire LE16 9ES TEL: 0858 68811 EDITORIAL AND ADVERTIS- NG NEW HOME: Up the floor a bit, VG Towers, Priory Court, 30-32 arringdon Lane, London EC1R 3AU EL: 071-972 6700 FAX: 071-972 701 PRINTED IN THE UK BY: ingfisher Web Ltd, Fengate, eterborough COLOUR BY: rePress, London EC1 DISTRIBUTED Y: BBC Frontline (c) COPYRIGHT: omputer and Video Games 1993 BN NO: 0261-3597
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CONT

COVER STORY

10 3DO AND JAGUAR: THE BIG BOYS HIT TOWN!

They've been released at last, in the States at least, and CVG has got its hands on both these mammoth machines and taken them apart in a massive 10-page extravaganza!

42 THE LAWNMOWER MAN

We bring you exclusive reviews of Storm's SNES and Game Boy versions of the game of the virtual reality movie! And not only that, we show you hot-off-the-press screenshots of the stunning PC CD version!

COMPETITIONS

48 WIN A PRIVATE CINEMA SCREEN ING FOR YOU AND 30 MATES!

Do your pals a favour – win this competition and give them a day out at their own screening of Arnie's Last Action Hero, courtesy of Sony!

82 WIN TONS OF VIRGIN GAMES!

This issue Virgin is giving away a grand's worth of software!

146 WIN LAMBORGHINI GEAR!

No car we're afraid, but loads of Lamborghini kit to be won in this fab compo!

AMIGA/CD32

32 TURRICAN 3

35 SPACE HULK

38 THE 2ND SAMURAI

39 PINBALL FANTASIES

50 BOB'S BAD DAY

50 PRIME MOVER

62 ALIEN3

63 PREMIER MANAGER 2

76 URIDIUM 2

40 ALFRED CHICKEN

80 DISPOSABLE HERO

92 JAMES POND 2

CD-i

28 INTERNATIONAL TENNIS OPEN

CONTENTS

ISSUE 145 DEC 1993

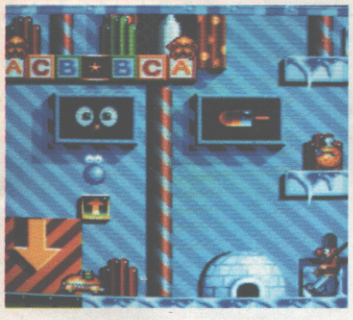
SNES

36 COOL SPOT

42 THE LAWNMOWER MAN

56 WOLFENSTEIN 3D

58 SUPER PUTTY



64 AERO THE ACROBOAT

68 THE ADVENTURES OF DR FRANKEN

80 SUPER CONFLICT

81 VIRTUAL SOCCER

85 TOTAL CARNAGE

94 DESERT FIGHTER

95 MIGHT AND MAGIC II

MEGA DRIVE/MEGA-CD

30 SENSIBLE SOCCER

59 ALADDIN

72 VIRTUAL PINBALL

77 SONIC SPINBALL

84 SHERLOCK HOLMES 2

89 ZOOL

96 FIFA INTERNATIONAL SOCCER

HAND-HELDS

99 THE ADDAMS FAMILY

100 BART VS THE WORLD

100 JURASSIC PARK

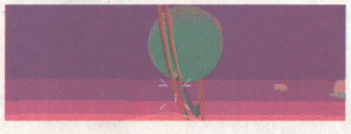
101 DOUBLE DRAGON

101 THE OTTIFANTS

102 DESERT STRIKE

PC

52 FRONTIER: ELITE 2



60 TFX

REGULARS

6 NEWS

26 WORD UP

105 CHEAT MODE

112 ARCADE ACTION

116 YOB'S MAILBAG

144 NEXT MONTH

PREVIEWS

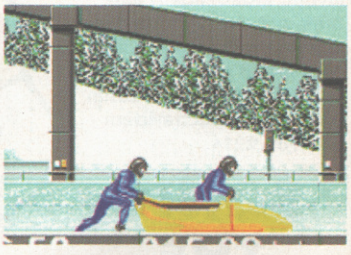
123 ZOOL – SNES

124 SNAPPERAZZI – AMIGA

125 F117 – MEGA DRIVE

125 ZELDA IV – GAME BOY

128 WINTER OLYMPICS – MEGA DRIVE



130 EVASIVE ACTION – PC/AMIGA

132 MAGIC BOY – SNES

134 STARDUST – AMIGA

136 GRAHAM GOOCH – AMIGA

136 ALFRED CHICKEN – SNES

137 WONDERDOG – AMIGA

138 LOTUS 2 – MEGA DRIVE

141 RALLY – PC

142 DAFFY DUCK: THE MARVIN MISSIONS – SNES

NEWS

The beginning of the end for Nintendo's dated NES? And on the Sega side there's a new Sonic on the way, only it's a bit cheesy; and yet another hot new pad from Spectravideo...

SPEC PAD

Those wacky joystick moulders at SpectraVideo are launching the QJ Propad 2. It has a six button fighting layout, independent autofire and slow motion and unique programmable synchro fire. It's a bargain at only £22.99, and it's out in December. Spectravideo: 081-902 2211.

SONIC THE CRISP PACKET

Sonic the Hedgehog has become flavour of the month with the introduction of his very own crisp snacks featuring actual scenes from the Sega video games. Bensons, who is responsible for the original Hedgehog Crisps, has even shaped the crisps to look like Sonic himself, and they come in three chunky flavours, Cheese, Spicy Tomato and Salt and Vinegar.

Sonic down to only 15p a packet.

VIRGIN SCORE

The brilliant Amiga soccer game from Virgin, Goal! (programmed by the man who brought you Kick Off, Dino Dini), has had its price slashed to just £19.99. This also includes a fabulous European footie fanzine which will keep you amused while you wait for the game to load.

THE FUTURE OF THE NES

The NES – a great machine for its time, and at a reduced price a good buy for the younger gamer.

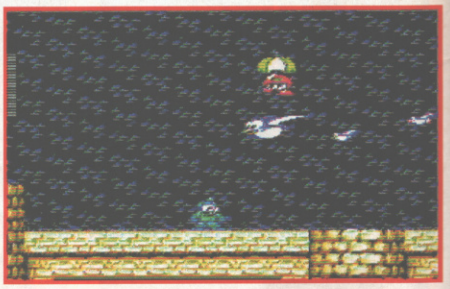
Nintendo bosses are staying rather tight-lipped over the future of NES games after insiders in the video games industry revealed their European software supplies for the machine have been withdrawn.

Six leading licensee publishing programmes across Europe have decided not to launch any new NES titles next year, while three others are only provisionally planning new releases. The growth of the Game Boy and the successful Super Nintendo have been blamed for the decline in the popularity of the NES.

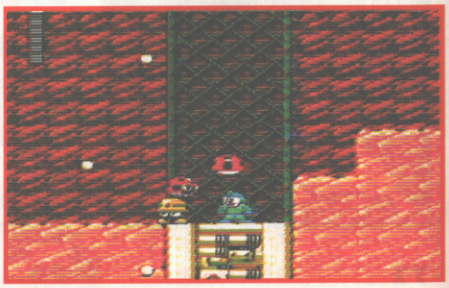
A Nintendo spokesman said: "The NES has not dramatically dropped bearing in mind it is sold worldwide. However we can't confirm we will follow lines up in 1994 but at the moment we have an awesome line up of games, including Duck Tales II and Battletoads.

"You've got to remember that the demand for the NES is for a much younger age group, at just £49.99 it's cheaper than a SNES. And the games are also significantly cheaper and more affordable for younger people."

New technology obviously will push out the older machines (turn to page 10 to read about the Jaguar and 3DO), so the decline of the NES will come as no surprise to the videogaming industry.



Has Mega Man had his day on NES? The software companies seem to think so.



We could soon be waving goodbye to 8-bit Mega Man and his ilk. Sob.

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KOMBAT GOES TO HOLLYWOOD

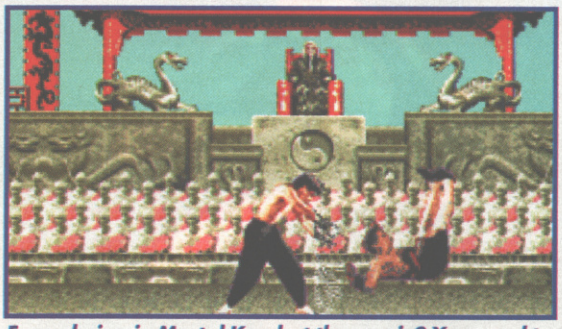
● Acclaim 071-344 5000 ●

Not content with making millions of pounds out of the game, Acclaim bosses have approached film and television companies to turn Mortal Kombat into an even bigger feature film and TV mini-series.

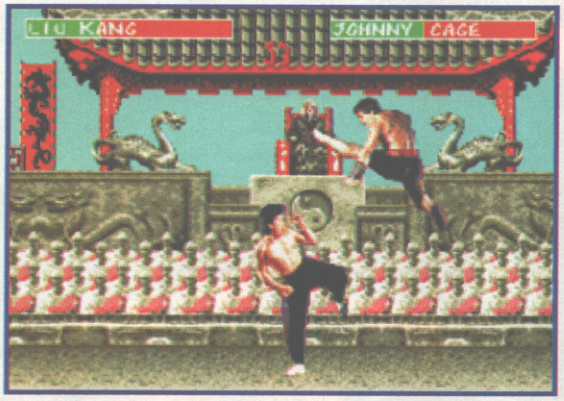
Midway Manufacturing Company, in Chicago, has struck a money-spinning deal with top American film producers to transfer Kombat to the big screen.

Renowned American producer, Larry Kasanoff is set to produce this new project and here at CVG we were setting up an exclusive interview with him so he could leak us juicy bits of information about the big budget film and who he intends to star in it.

Unfortunately staff writer Amanda Tipping lost his phone number (or so she says) so you'll probably have to wait a while to find out. Sorry. Meanwhile here's a couple picture of those im-mortal heroes for you to have a look at...



Fancy being in Mortal Kombat the movie? You need to be fully conversant with martial arts and a masochist.



We're hoping CVG editor Rand will audition for Mortal Kombat the movie. He's insured you see.

SEGA CLOTHING INC.

● Sega 071-373 3000 ●

Stylish Sega is offering a dynamic alternative to video game merchandising with the introduction of their cybernetic range of T-shirts, hats, jackets and accessories with the underground clothing label Future Shooter. The Future Shooter characters include Trigger Happy, Future Shooter and Cyber Dread, all of whom represent the system-wise screen rebels set to lead today's video games into the next century. Here at CVG we have managed to get our sneaky hands on five T-shirts to give to the first five readers' names pulled out of a bag by January 15. Send your names and addresses to **CVG EXCELLENT HARD T SHIRT** OFFER, CVG, Priory Court, 30-32 Farringdon Lane, London EC3R 3AU.

Cool or what?

RECORD BREAKER

Mortal Kombat on Mega Drive in the UK is expected to go into the Guinness Book of Records soon with the world record for the most number of codes for one game.

The Game Genie Code-testers have come up with 303 special-effect Game Genie Code for the game, which they claim has produced the highest number of codes ever produced by a game enhancer for a single title.

SEGA PACK 'EM IN

● Sega 071-373 3000 ●

Has Sega gone completely crackers this Christmas? For the bosses there have only gone and launched not one, two or even three games packs but no less than 14 configuration titles.

The packs include Good, Bad and Ugly: Mega Drive II (Sonic, Terminator, James Bond), for the sports enthusiasts there's the Unbelievable Value Pack (Italia '90, Super Hang On, Columns, John Madden, EA Hockey, Leaderboard) and there's a host of puzzle packs, rescue packs and even a Saturday Night at the Movies Pack on Master System which includes Batman Returns, The Simpsons, Alien II and Sonic.

Sega believe the move will encourage other games giants to increase the choice for shoppers over the Christmas period, saying maximum retail and consumer choice is the best way forward. We agree, there's no excuse for you whining about not finding the game you want now.

TOTALLY NUTZ!?

Ocean Software bosses would like to set the record straight over rumours concerning Mr Nutz. They deny various reports in the press that Mr Nutz is simply a fictitious character who is being used as an advertising scam for their new Amiga and SNES game (reviewed CVG 144 84% – SNES), and indeed back public claims of the sighting of the wayward squirrel.

New this month: games hype.

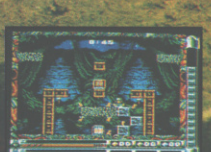
Despite question marks looming over Mr Nutz's head over his credibility in the hall of game fame, after he was spotted plunging 50 metres in a bungee jump, followed swiftly by another sighting of him bopping at a Take That concert. CVG photographers snapped him emerging from the Limelight Club last week with Madonna on his arm. Unfortunately she had just nipped to the ice cream van to get the 99 flakes when the picture was taken. Ocean 061-832 6633.

AND COMING UP ON CHANNEL 4...

Games publisher, System 3, has made a deal with the Channel 4 teletext department, making them the first games programme to appear on the teletext. Their weekly programme, starting on November 15, will show how a computer games program is put together and it is hoped that gamers will become involved in the series, offering their comments on the program. As well as that a book illustrating the series is hoped to be published. Mark Cale, MD at System 3, said: "The idea of running an updated weekly programme is very exciting and there is a lot of potential to involve the readers." System 3 081-864 8212.

HOW DID WE STUFF SO MUCH TROUBLE INTO ONE BOX?

Aargh! **Hokus and Pokus already a smash hit on Amiga have let the Troddlers escape again! Now the action erupts as you go crazy trying to stuff these cute little guys back into storage. Try teleporting them and they just may grow into Zombies to make a zombie out of you! Sure, you'll be a bit handy with the new Super Nin Mouse. But with 175 brain-bashing levels, Troddlers is gonna wipe the smile off the face of even the cockiest puzzle guzzler.**



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4 TYPES OF GAMEPLAY: Single Player; Two Player; Team Mode; War Mode.

"This game will leave you numb and grey, it will suck out your brains" "...the sort of game that rewards you every time you play it" (90%)
SUPER ACTION

"...crammed with different levels. graphically vibrant and very addictive (89%)
GAME ZONE

"Even better than Lemming's !" "Head and shoulders above the rest... Cracking stuff!" (87%)
TOTAL

"Loads of levels and an excellent two player mode." (85%)
C&VG

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THE FUTURE — NOW!

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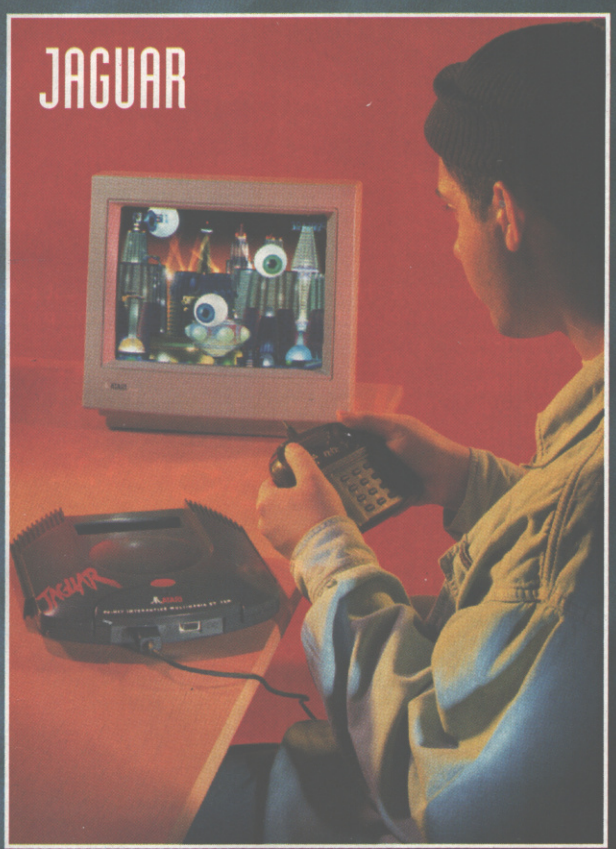
1982... THE SPECTRUM ADDS COLOUR, SOUND, MEMORY AND GRAPHICS

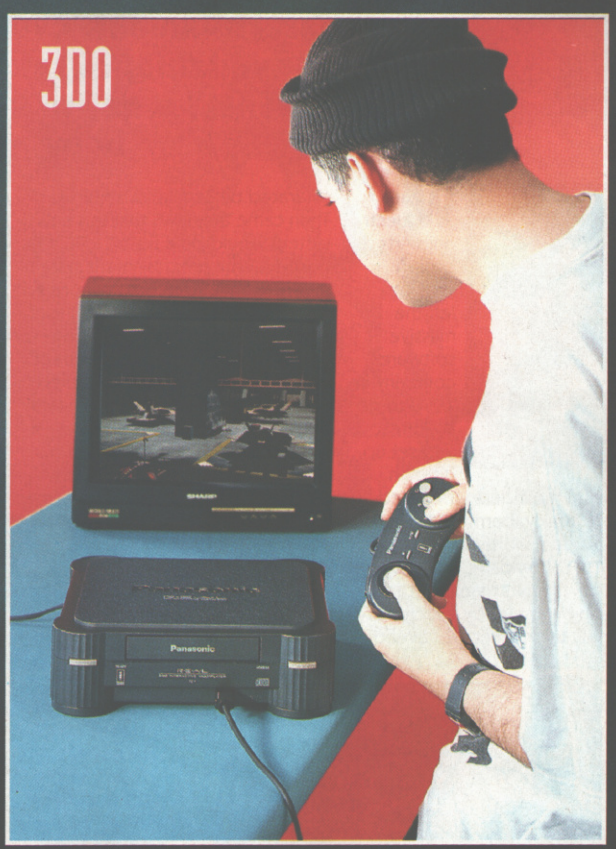
1987... THE AMIGA GIVES GAMING A 16-BIT KICK IN THE PANTS

1990... THE MEGA DRIVE ARRIVES. IT'S AN INSTANT HIT

1993... THE NEXT STEP IN GAMING IS HERE...



"Makes your SNES look like a Spectrum."



"Chuck out your video, CD, console — it replaces the lot."

TURN OVER TO FIND OUT WHAT WE THINK!

THE FUTURE — NOW!

THE SECRET OF THE BLACK MAGIC BOX

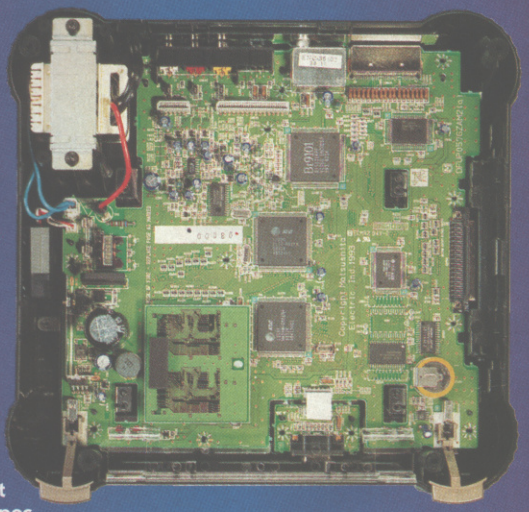
At last, the wait is over. The 3DO Multiplayer is with us. On import, at least; Panasonic launched its system in the States at the end of October, with the UK version scheduled to appear in the early part of 1994. Much has been written already about the machine regarded, by most of the videogaming industry at least, to be the next step in home entertainment. CVG got its hands on one of the first machines available, to take the lid off this 32-bit monster – if you REALLY want to know all there is about Trip Hawkins' big baby, you've come to the right place.

When Electronic Arts boss Trip Hawkins left the massive software company in 1990 to go it alone and set up his own firm, many in the industry believed him to be, frankly, barmy. When it was announced shortly after that his firm, The 3DO Company, was working on a new games machine, that barmy rating went up by a factor of 10; after all, the market was already saturated by Sega and Nintendo. Then came the news that this new system would be a 32-bit RISC, CD-based 'home entertainment system' and he began to be taken more seriously. Previously, the only firm to have dabbled in RISC technology for the home had been Acorn with its ultra-powerful but poorly marketed Archimedes computer. Surely, with EA's games market experience behind him, Hawkins would know what he was doing? The big boys in the electronics marketplace seemed to think so; Japanese giants Sony and Matsushita, as well as AT&T, the American equivalent of British Telecom, all invested big bucks in the project. It's taken three years since initial announcement for the machine

The future of videogaming? 3DO certainly has all the right qualifications to be the next big thing.

TECHIE TALK

All you technologically-minded types, get ready to slobber uncontrollably as here, for your viewing pleasure, is the tech spec for the Panasonic 3DO Real Interactive Multiplayer. Remember that, because The 3DO Company has licensed out its technology to a variety of different hardware firms, there may well be differences between the specifications; but the basic spec should be the same throughout the different formats, allowing for complete compatibility.



CENTRAL PROCESSOR: 32-bit ARM 60 RISC
OTHER PROCESSORS: DSP, two graphics processors
ANIMATION SPEED: Up to 64 Million Pixels Per Second
CLOCK SPEED: 12.5MHz
SCREEN RESOLUTION: 640x480 pixels
COLOUR: 24-bit. 16.7 Million colour palette
SOUND: Eight channel, stereo 16-bit CD quality
OUTPUT PORTS: TV Aerial, S-Video, Composite

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

WORLD BUILDERS INC
The title says it all; create your own planets while listening to Holst's 'The Planets' suite and gazing at Silicon Graphics-created pics.

to finally appear into a market that is becoming increasingly aware of the explosion in new technology, especially the CD multimedia aspect. And with systems such as Philips' CD-i and Commodore's CD^{32} – the latter boasting similar processing power – already on the market in this country, it's going to be very interesting to see whether the financial muscle which 3DO has behind it will be enough in this battle of the giants.

"It's wonderful. We'll be supporting 3DO wholeheartedly." ***James Morris, PR Manager, Mindscape (Dragon Tales, MegaRace)***

BEAUTY – OR A BEAST?

Anyone expecting a sleek-looking addition to your existing home entertainment set-up, forget it. The Panasonic 3DO Real Multiplayer, to give the system its full title, looks more at home sat next to your TV with a cup of coffee and a sandwich sat on top of it, as opposed to nestling underneath your set with all manner of amazing effects blasting out of its 32 bits. As if the RISC chip itself wasn't enough, 3DO incorporates an array of custom chips, mainly to handle the manipulation of graphics, which gives the system the ability to shift on-screen images, as well as the behind-the-scenes donkey-work, at an incredible rate. Sound is, obviously, of 16-bit CD quality – why have the features and not use them? And shove all of that together with a compact disc drive that can access six Megabytes of data per second, and you've got a piece of hardware that is, frankly, not shabby. And if you ☛

WHAT ABOUT THE FUTURE?

As 3DO is a multimedia machine, expect to see a variety of add-ons appearing over the coming months. New controllers are almost definite, as the one you receive with the machine is a bit on the clunky side, but what about peripherals for other applications? A keyboard has been mentioned, as has a modem allowing you to connect to other machines via the telephone system. Indeed, with AT&T heavily involved in 3DO, it's a distinct possibility that this system could be the one to introduce an ideal that has been touted for years – home shopping. Users could link up to a central computer via their phone and see on-screen exactly what they want to buy, then key in an order and have it deducted from their account. There's also a Midi attachment in the pipeline, which will let you link your 3DO with synthesisers, electronic drumkits and the like to create and store music – with the CD sound quality of the Multiplayer, you could become the next Take That in the comfort of your living room!

WHEN YOU'VE BEEN THERE, SEEN IT AND DONE IT...

TRY THIS...

U.S. GOLD®

THE COMPETITION

Don't think that The 3DO Company is on the Yellow Brick Road, though, because it does have some competition out there, the biggest coming from Philips with CD-i. Although not technically as powerful as 3DO (CD-i relies on 16-bit technology similar to that used in 486 PCs), CD-i has the advantage of having a large number of software titles available, is the first on the market with FMV/Digital Video and, of course, was the company which invented compact disc in the first place.

Then there's the charge of the Commodore brigade with their CD^{32}. It's got the 32-bit muscle (in fact, it was the first 32-bit console on the market), it's got the software support (although, admittedly, the majority of titles are more-or-less straight conversions from the Amiga – but hey, at least there are games available) and it costs less than £300. Both Commodore and Philips are spending a lot of money on advertising over Christmas which should stand them in good stead in this country, but neither machine has as much public awareness in America that 3DO has – it should be quite an interesting tussle come the Spring. Watch this space.

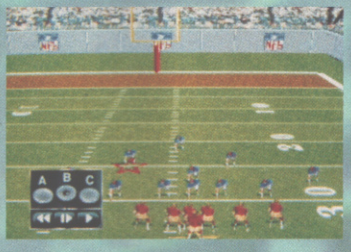
"In two years, we're going to be in millions of homes"
Hugh Martin, Chief Operating Officer, 3DO

ROAD RASH

Another convert from Mega Drive to 3DO, this one is apparently being totally rewritten and is looking the business!

JOHN MADDEN

A smash on Mega Drive, the 3DO version has been totally revamped and features huge graphics and the same engrossing gameplay.



TWISTED

The game show of the future! You've got to save a TV contestant from the weirdest game ever devised. Loads of puzzles make this one for all the family!

CRASH 'N' BURN

Mad Max-style drive 'n' shoot action comes to 3DO! We'll be giving this one a full review in the next issue, so don't miss it!

☛ don't believe us, then just compare it to today's recognised games machines; Mega Drive's 64 colours compared to 3DO's 16.7 million. SNES' 1 million pixels per second animation speed compared to 3DO's 64 million. We are talking the next step here.

ALL THAT AND MORE

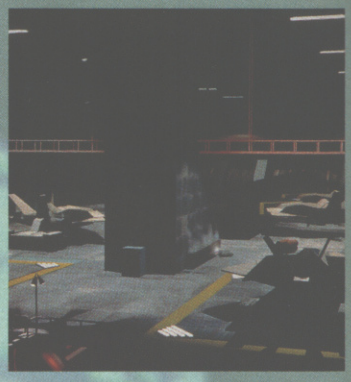
Your console set-up in the bedroom could quickly become a thing of the past, if The 3DO Company, Philips et al have anything to do with it. Perhaps it's due to these days of recession, but companies want us to use the same machine for a variety of different functions rather than simply for games, or watching videos, etc. the 3DO Real Interactive Multiplayer, along with all the other CD-based systems around at present, can also play ordinary audio CDs just as well as any bog-standard CD machine around which, if you haven't got one already, means you effectively save a couple of hundred quid. You can also link your 3DO to the family hi-fi, which gives much better sound quality than you get running music through the TV.

But there's another use. The latest buzzword in the industry is MPEG, which stands for Motion Pictures Expert Group. And while that may mean little to you at the moment, bear it in mind because it's the recognised standard for the latest in viewing entertainment – CD films.

What has happened is that the entertainment industry has sat down and agreed a standard by which all full-screen, full-motion video (FMV) material stored on compact disc must abide by, and that standard is MPEG. Hence, every machine which supports MPEG will be able to run the new CD videos and movies which are now starting to appear and should be pouring into stores in droves come the Spring. You have to buy a special FMV card for your machine in order to to able to play FMV/Digital Video discs, but the advantage is that, because so many

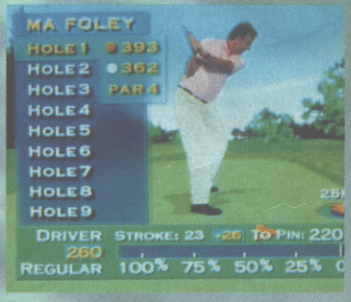
SHOCK WAVE

This 3D blaster promises some of the most realistic graphics ever seen outside of a Steven Spielberg dinosaur film! Photo-realistic scrolling backdrops make this one stand out.



PGA TOUR GOLF

Picture the 16-bit version of the golfing great with digitised graphics of players and courses, CD quality sound and the same great gameplay – it's a cracker!



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PROS AND CONS

3DO is a very powerful piece of hardware. It may not be the first 32-bit CD-based home system around (Commodore can proudly claim that fine accolade) but it has some real heavyweights behind it who have put too much money into the machine to see it fail. A large amount of software is guaranteed – around 302 companies have signed up to create various titles for 3DO, with around 100 different packages currently in production. It's more than just a games machine – 3DO has been designed not purely with Little Johnny in mind, but for the whole family: mum will be able to buy recipe discs and see exactly how that quiche she always mucks up is done; dad can stretch out on the sofa after a hard day's toil and slip in a CD Video, giving him CD sound and better than Super VHS picture quality. And, with the likes of Electronic Arts, Psygnosis and Virgin all busily producing for 3DO, you'll be able to play bigger and better games than are around at present – if you can drag the rest of the family away from the machine, that is!

Compared to similar systems available at present, however, 3DO costs an awfully large amount of money – it's been launched in America at $699.99, which works out at roughly £420, but is likely to make the leap over The Pond at a dollar-to-pound pricepoint of £700. Mind you, that hasn't stopped ship-out stocks of the Multiplayer completely selling out (although you have to bear in mind that, with only 1,500 stores initially carrying the system the vast majority of 3DOs will have been snapped up by the 'buy anything new' techie types). There's not the glut of software releases that were expected when 3DO hit the streets either, and the game which comes with the machine – Crash 'n' Burn from Crystal Dynamics – whilst being graphically impressive, isn't particularly difficult or fun to play, and looks decidedly rushed; the CD drive is accessing data almost continuously, and there's a frightening amount of hold-ups while the machine updates certain screens. As we say, though, this is due to sloppy programming rather than the capabilities of the 3DO.

systems will be supporting the MPEG standard, including 3DO, Philips' CD-i and Commodore's CD32, there should be a huge amount of visual material to choose from and run on any of those machines. And because it's on CD, it'll technically last forever!

PAUL RAND

"We are very excited about the possibilities of this new system."
Tony Reyneke, President, Dynamix (Red Baron)

PETER PAN
The Disney adventure comes to life on 3DO, using cartoon quality graphics to make the player feel as though he's practically Peter himself!

OOOH...

OR THIS...

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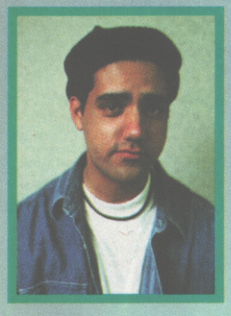
THE FUTURE — NOW!

ATARI'S $200 WORLD BEATER

Atari's 64-Bit Jaguar is the most technically awesome games console ever created. It's a revolution, not an evolution and it has the power to out perform most coin-ops. The system will offer massive games with up to 400 Megabits per cartridge, and – get this – it's around 849 times faster than a SNES or Mega Drive at animation!



Brace yourself for a console revolution. Atari's three-year secret has been revealed, clearing the path for the next generation of games systems. Thing is, there isn't going to be another cartridge-based system to rival it for a few years, so it's unique.

Comparisons with 3DO are inevitable, but frankly these are two different systems: Atari's Jaguar is a cartridge-based system while 3DO runs off disc. A few years back there was a consensus among software and hardware developers alike that CD would be the format of the future. However, its data transfer rates can be sluggish.

The truth is, 700 odd Megabytes of CD game takes ages to develop, and lengthy development costs bucks. That's why action games on the likes of Mega-CD and PC-CD never make use of the full storage of a disc, and if they do it tends to be for something silly like soundtracks. Atari has made the sensible compromise and opted for cartridges – plus a CD option. The difference with these cartridges is that they can store massive games but at a low price thanks to data compression. Cartridges are still the only efficient way to offer improved graphics and sound for a game, so it's an obvious solution to make them bigger. Chris Gibbs, who's developing the Jaguar game Cybermorph says: "With compression, Jaguar games can get very big indeed." CD, on the other hand, is fine – but it's still primarily seen as a storage medium by developers. So, which ever way you look at it, the Atari Jaguar will offer you the best of both worlds.

The 64-bit Jag makes 32-bit out-of-date already!

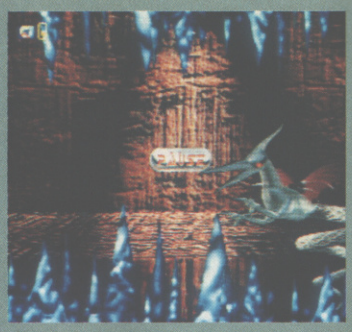
SPEND

Atari claims that it has got its act together with the Jaguar. Its UK Marketing Manager, Darryl Still, says that Atari "has a well planned launch campaign backed with a huge advertising spend and careful management." However, we've heard this sort of claim from Atari before. Its Lynx handheld proved that top technology doesn't guarantee success; then again, the Lynx tried to be a mass market games machine, but Atari didn't put a large enough marketing spend behind the machine. This time though, Atari has virtually emptied its bank account to make sure that next year you're going to know what Jaguar's all about!

The price point of £200 is crucial. Says Bob Gleadow, Atari's UK MD: "The Jaguar is £2,000 of hardware for

TECH TALK

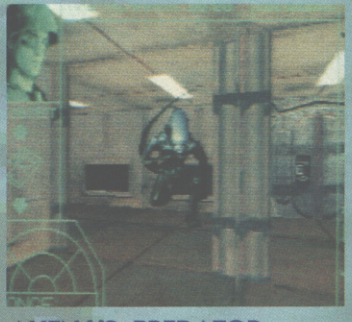
Jaguar cartridges support an enhanced JPEG image compression system (JagPEG). This permits 48 Megabits of uncompressed data per cartridge or 400 Megabits compressed. The Jaguar can uncompress in real time without altering the gameplay. There's 16-Megabits of RAM inside the Jaguar to hold the game data while playing – so you can imagine the potential for data transfer. The bus bandwidth of the Jaguar (which is how data moves around inside) can shift 106.4 Megabytes a second: more than twice that found in a 3DO.



CRESCENT GALAXY

The first horizontally scrolling shoot-'em-up on the Jaguar and already it's got the best looking end-of-level bosses ever seen outside of the arcades. Graphically this is exceptionally smart and makes full use of the 16.7 million colour palette in the system. All objects are ray-traced with lovely reflections and good use of lighting effects.

The game places you as Corporal Trevor McFur in a deep space reconnaissance mission to save the world. How original. Anyway, there are only nine levels and the action doesn't seem particularly engaging. Still, visually it has that "wow" factor.



ALIEN VS. PREDATOR

You play the role of the Alien, Predator or Marine in a 3D maze environment. Each character has their skills and you must defeat the others. The version we've seen doesn't have any gameplay elements in it as yet but the scrolling graphics are creamy smooth and graphically moody. Lots of potential in this one.

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SOUND

On the sound side the Jaguar has 12 channel full 16-bit stereo sound, which is as good as you can noticeably get. True-life effects can be sampled and the dynamic range is wide enough to deliver bass with conviction and treble with fizz. There's just no possible reason why any Jaguar game should sound naff, so developers you have been warned!

With its processing power, the Jaguar works nicely as a complex multimedia platform. The controller ports can handle digital and analogue interfaces such as keyboards, lightguns and mice. It's equipped with a 32-bit expansion port, ensuring that anything connected runs at top whack. Next year Atari will release a CD-ROM module, offering the option of superimposing graphics on to full-screen, true colour video. Like most CD-ROM players, this hardware will play audio, Karaoke and Kodak Photo CDs. An MPEG 2 (Motion Picture Expert Group) is also in the pipeline. This will allow users to watch the new CDV format of full-length movies on three-inch CDs. More interestingly, there are plans to launch a Virtual Reality helmet because, quite frankly, the system has the technology to make decent use of one. Don't get too excited though, because even the Jaguar lacks the power required for true virtual reality and the helmet will have to pass US standards first.

less than £200." It may seem a bargain to people who understand the technology but for Joe Bloggs it's just a games machine – so the low price could be vital.

FISH AND CHIPS

The machine is named after the chip set inside. Pumping a full 64-bit architecture, the system is capable of 55 MIPS (Million Instructions Per Second). That's a phenomenal amount of processing punch in itself; but the Jaguar has a custom object processor too, which teams up with the 3D specific hardware necessary for real-time 3D ray-traced graphics. Technology like this imposes no restrictions on graphic manipulation. You can move anything in any direction and in any quantity. As such, slow-down is something you definitely won't experience on a ☛

CYBERMORPH
It's a bit like StarWing, but the version we saw didn't have much action. The object is to rescue stranded survivors of a dying war hidden in numerous pods. Cybermorph shows the power of the Jaguar in handling vector graphics, with hills that are texture mapped and blessed with smooth shading and lighting. What we've seen so far is smooth, fast and technically very impressive, but the best bit is watching the Cybermorph craft morph into different shapes in real-time depending on what needs to be done, be it attacking or rescuing. Looks good, and we'll be reviewing the finished item next issue. Exclusively of course.

GET WITH IT

Thankfully, Atari is allowing developers as much freedom as possible to develop their games, and that's vital considering that technology means nothing unless the software can make use of it. Atari has a list of over 20 development houses waiting to start on the Jaguar. Gary Bracey, Development Director for Ocean states: "Technologically, the Jaguar appears to be leading the pack at the moment; so we're excited by the prospect of developing for it. The price is right, the technology is right and, with the right profile marketing, the Jaguar will go a long way."

AAAAH...

OR THIS...

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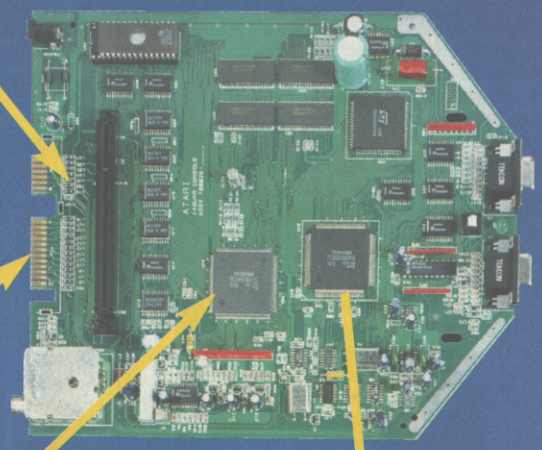
IN THE BOX

Are we good to you or what? The only Jaguar in the country and we've taken it apart. The machine is designed around two custom chips called Tom and Jerry. The total system speed for the Jaguar is benchmarked at a staggering 55 MIPS (Millions of Instruction Per Second). Just bear in mind that this rating reflects the total system speed. Tom and Jerry are actually 27 MIP devices, but take it from us, the Jaguar's architecture permits fluid data handling with no bottle necks in the system. Outstanding!



The Jaguar board has been carefully designed with expansion in mind. A 32-bit slot is the business when it comes to adding the likes of a CD-ROM; it allows faster data transfer. Even so, the slot can accept virtually any kind of device you care to think of. A virtual reality helmet is waiting for US standards approval, while a modem interface will permit Jaguar link-ups and even head-to-head duels over the phone line!

Display output from the Jaguar covers all possibilities. You can use a regular RF picture for your TV to ensure compatibility; but you get the best definition if you use Super VHS or RGB (as coin-ops use).

Tom is an unusual chip and consists of four other units: a blitter (for moving large graphics); an object processor (for generating sprites); a memory controller (for handling the two Megabytes of on-board RAM), and a graphics processing unit. Tom is capable of displaying a 720 X 576 resolution display (640 X 480 on the 3DO). Tom can also animate 850 million pixels per second (64 million for 3DO) in 16.7 million shades of colour.

Jerry handles the superior DSP (Digital Signal Processor) for sound. Jerry also uses a 13.3Mhz Motorola 68000 chip (as found in Mega Drives) but just for controller purposes.

Jaguar. As Kris Johnson of States-based Beyond Games says: "The 64-bit power of the Jaguar allows us to move light years beyond today's game standards."

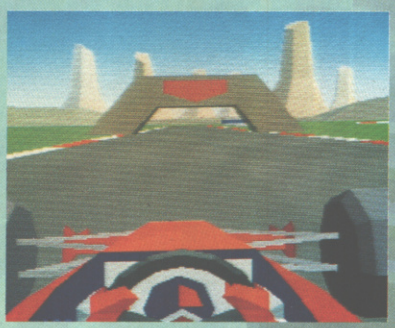
Graphically, the Jaguar is capable of the most advanced texture mapping yet. This is a process by which images can be wrapped around 3D polygons to smarten them up a bit. In addition, the hardware is also capable of special 3D effects including rotation, image distortion, morphing and pseudo lighting effects. This means that objects interacting on the screen can affect the way in which light bounces off their surfaces – just like the effects found in films like The Lawnmower Man and T2. Naturally, all this is presented through a hi-definition output, with more than twice the resolution of a Mega Drive, using a 16 million colour palette to ensure photo-realistic definition as a standard in Jaguar games.

MONEY

Atari will be spending 48 million on promoting the Jaguar next year. Initially, production will be limited with around 100,000 units in the USA before Christmas. You're unlikely to see the Jaguar in any quantity over here this side of Easter, but importers are promising to have them available by the time you read this. Console Concepts (0782 712759) will definitely have loads. When it does reach our shores the official retail price of £200 will include one game and one control pad. There are only 10 games scheduled for the machine at the time of writing, but it's still early days. Stick with CVG and together we'll follow the birth of a new future in entertainment.

DENIZ AHMET

OK. So it looks and feels a bit cheap – but it gives you 17 buttons for gameplay. Plastic slips can fit over the keypad for instructions. The leads do look worryingly short on the pads that we've been using, but Atari assures us that they'll be made longer.



CHEQUERED FLAG II

Looks like Sega's Virtua Racing eh? Well, it plays the same too. You can move in and out of the car just like you can with the coin-op, but the graphics are very samey. The speed of this is incredible and, once again, very smooth. Handling is realistic, but the version we've been playing doesn't have any other cars to race against. Atari assures us that the finished version will be even faster and more detailed than the screenshots here. This is also likely to be the bundled game with the machine. Wild!

TEMPEST 2000

A conversion of the classic arcade game in which you rotate around different shaped structures while blasting 3D baddies. There are lots of new additions, such as spins and twists and a starfield background. The cartridge will include two versions of the game: the original shown here and an enhanced version with filled-in 3D polygon graphics making full use of the Jaguar's advanced special effects. It's an old game, but it's very addictive. The sound effects will totally blow you away.

✳ STOP PRESS ✳

PRICE CUT RUMOURED

At the time of going to press we received an unconfirmed rumour from a leading 3DO developer that, come the new year, the price of the 3DO will be cut by $400 dollars to $399. If true, we are witnessing the beginnings of a full-blown war for a new games market, involving not only the Jaguar but, here in the UK, Commodore's CD^{32}, priced about the same as a $399 3DO.

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WOWWW!

Screen shots from a selection of available formats.

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COMPETITION

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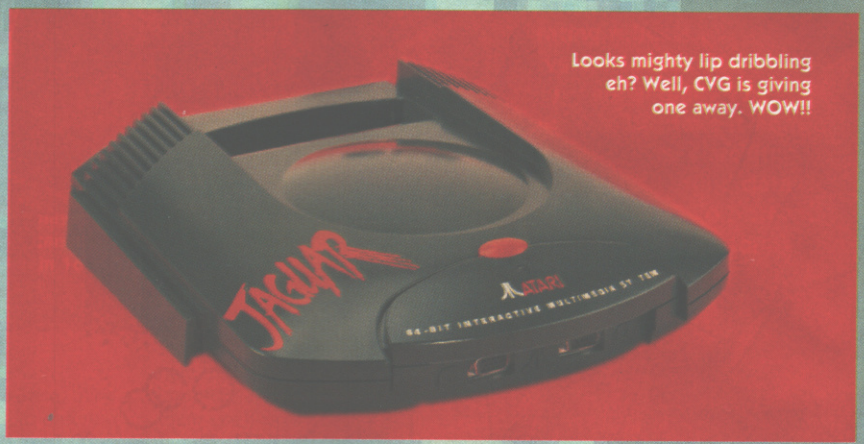
GRAB YOURSELF A JAGUAR!!!

Incredible! You've read all about it now win the machine! You could be the first person to win a fabulous Jaguar console. It's ever so easy to enter. Just jot the answer to the question below on a postcard or the back of a sealed envelope, along with your name, address and, if possible a daytime telephone number. Send it to: Jaguar Competition, CVG, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 15 December and first correct answer out of the postbag wins.



Looks mighty lip dribbling eh? Well, CVG is giving one away. WOW!!

And the question is: which other Atari machine was going to be named after a cat until it was scrapped?

Simple, eh?

SMALL PRINT: Not open to employees of EMAP plc or Atari UK or their relatives (or friends), or people called Deniz. The Editor's decision is final. No correspondence, thank you very much. (Oh, that last category was a lie, we just don't like Deniz.)

What you looking at? It could well be one of the best looking shoot-'em-ups ever seen on a console. Probably.

With games that look this good, who needs girlfriends? But just wait till you see them move! The reflections and lighting effects are fabulous.

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Games Master, October 1993, 91%.

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Games Master, November 1993, 93%.

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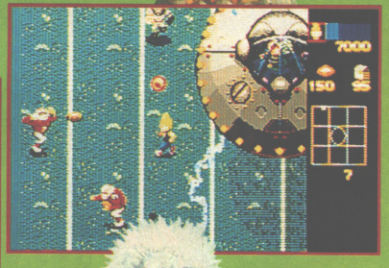
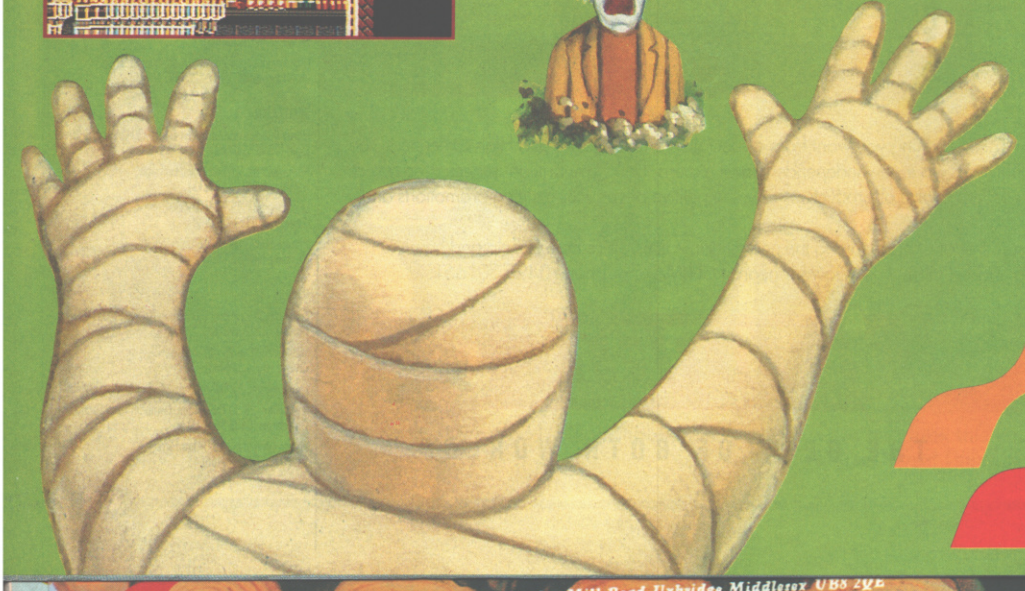
55 monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and it looks like it's up to you.

ZOM





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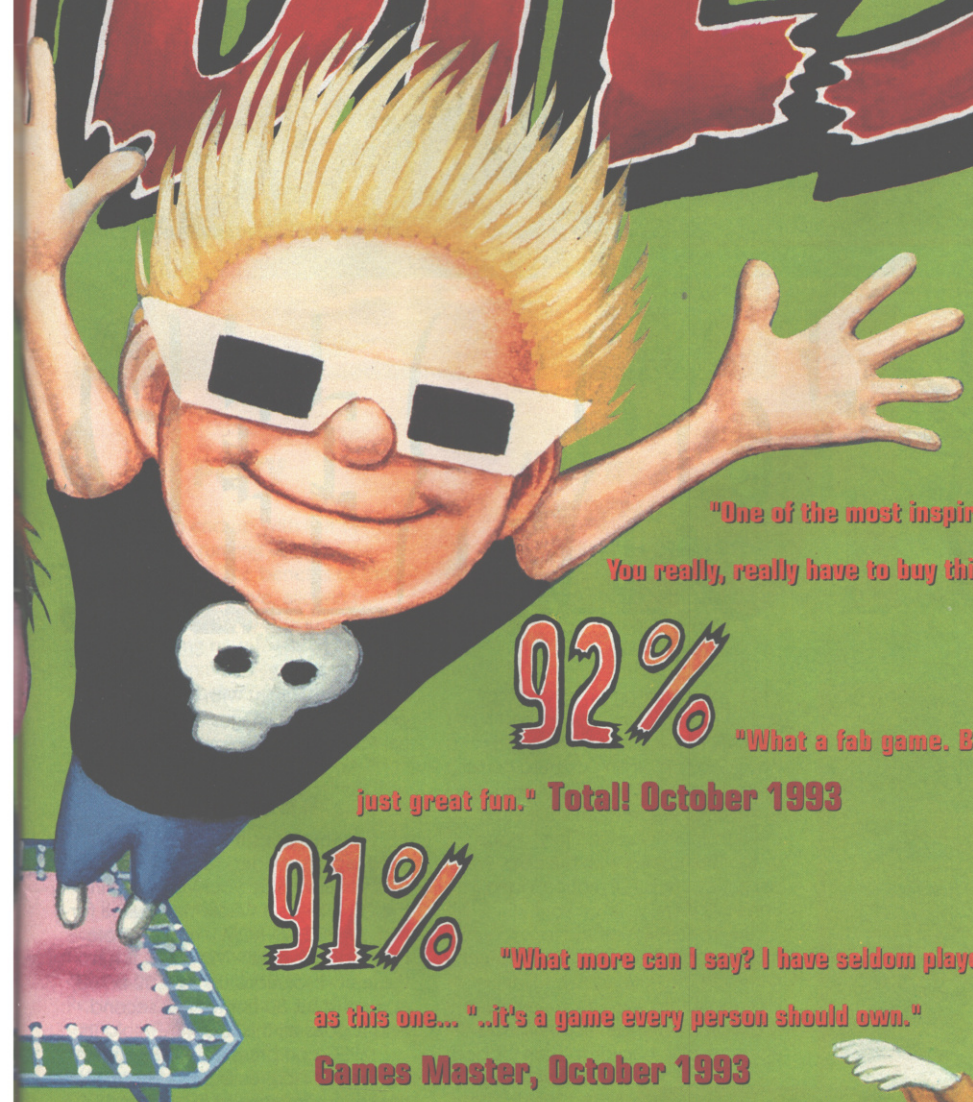

94%

"One of the most inspiring new releases in years. You really, really have to buy this." NMS, October 1993

92% "What a fab game. Big, beautiful and just great fun." Total! October 1993

91% "What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."
Games Master, October 1993

ONAMI

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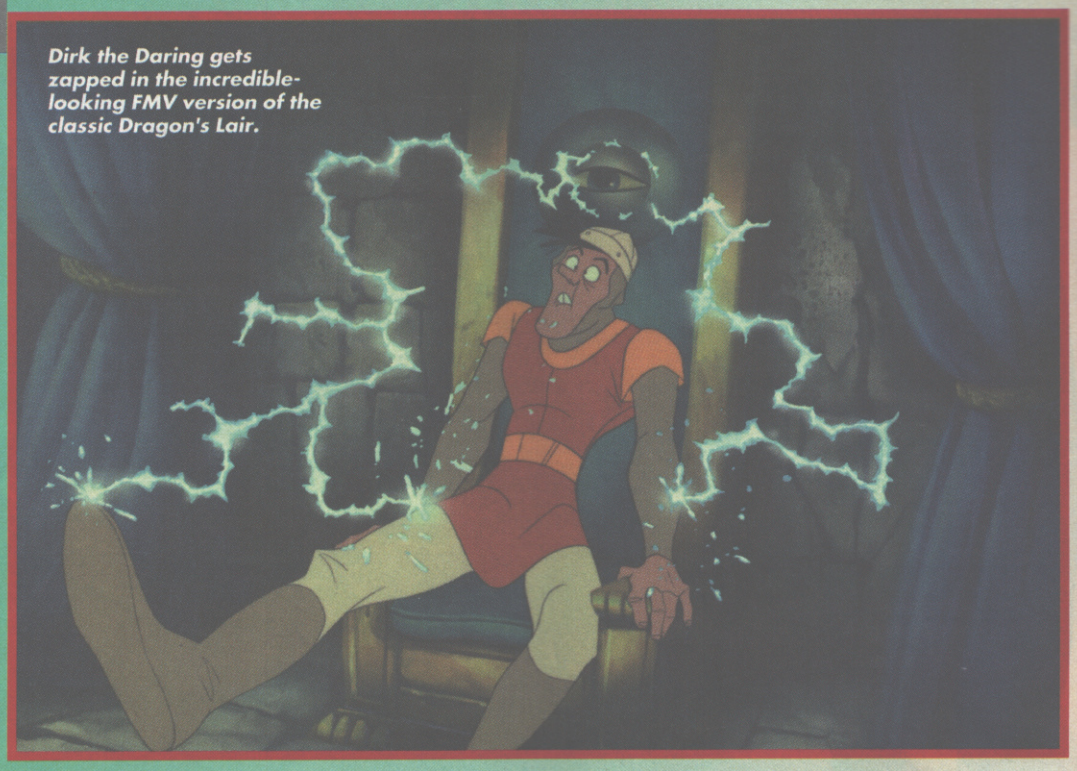
ReelMagic brings true Digital Video to your PC!

Graphics. Games often live or die by them. Since Space Invaders and Pacman, games have used sprites, bitmaps, polygons (the Gouraud shaded, texture-mapped and light sourced variety), 16, 32 and 256 colours, digitised video footage and high-resolution still pictures. The next advance? Well, what we really need now are crisp, clear TV quality images moving at TV speeds on a computer screen and this is where Sigma Design's ReelMagic PC video card comes in – a card that has the potential to create a revolution in games and entertainment.

Tres Bon Jovi

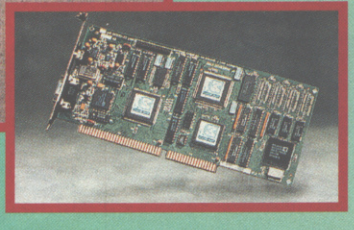
We're not exaggerating about the possibility of a games revolution. The ReelMagic card has that elusive 'wow' factor. When people see what is running on screen they stop and stare. Since we've had it in the CVG office we've been ringing everybody up, urging them to come and take a look because, despite the fact that all we've been showing is the Bon Jovi "Blaze of Glory" video demo that comes with the card, what we have here is Full Motion Video Bon Jovi; literally, TV on your PC.

Now, Full Motion Video is a term that's bandied about with computer games all the time, usually meaning little more than low-resolution, poorly digitised American actors filmed against a blue backdrop then lobbed in front of another filmed image. These days TV quality is often taken for granted but remember, even the most advanced graphics are still grainy and pixellated in comparison. With ReelMagic you get clear hi-res images and the potential for games is enormous.



Dirk the Daring gets zapped in the incredible-looking FMV version of the classic Dragon's Lair.

IS THIS FOR REEL?



It may look suspiciously like a boring old PC card, but believe us when we tell you that this could be a very hot piece of PC kit!

Reel Time

So what does it do? Well, the ReelMagic is a video (and sound) card that sits alongside your VGA card in the PC. It plays a whole new game format – MPEG CD-ROM – and a whole new video format – VideoCD. It runs these at resolutions up to 1,024x768, at a constant 30 frames per second. And it does all this in 32,768 colours.

MPEG compression (MPEG stands for Motion Pictures Experts Group) is the same format used in 3DO and CD-i machines which squashes both video and sound data down by enormous amounts, up to 200:1. This means that the video information then fits within the CD-ROM transfer rate, so the data is played back straight from the CD disc with no loss of speed.

Konami (UK) Limited Konami House 54a Cowley Mill Road

Return To Zork is one of the the first games available to make full use of ReelMagic's capabilities.

ReelMagic really lets you show off your PC.

Not desperately exciting, but this pic gives you some idea of just what the ReelMagic card can do!

PC-TV

What you end up with is a TV-quality image, running at the same frame rate as TV. The benefits of this are potentially massive, allowing games developers to produce software that bring new levels of realism to PC entertainment – games that look and play like you're really there. Readysoft's beautifully animated classic, Dragon's Lair, looks no different on MPEG CD-ROM to what it did on the coin-op years ago. If anything it looks even better.

The Commitents

Right now there are a number of games publishers and developers that have committed themselves to producing MPEG games for the ReelMagic, including high-profile names such as Sierra, Activision, Trilobyte, Readysoft, Virgin, Westwood Studios, Interplay, Psygnosis, Aris and LucasArts. MPEG CD-ROM titles under way include both new and existing titles; Rebel Assault, Lands of Lore, Return to Zork, Microcosm, Dragon's Lair, Space Ace, Police Quest 4, Outpost, MPC Wizard, VideoCube and The 11th Hour have been announced so far.

Hooray For Hollywood

If ReelMagic takes off we'll probably see games moving towards movie production techniques and costs, employing script writers, actors, artists, musicians, producers, key grips, best boys etc.

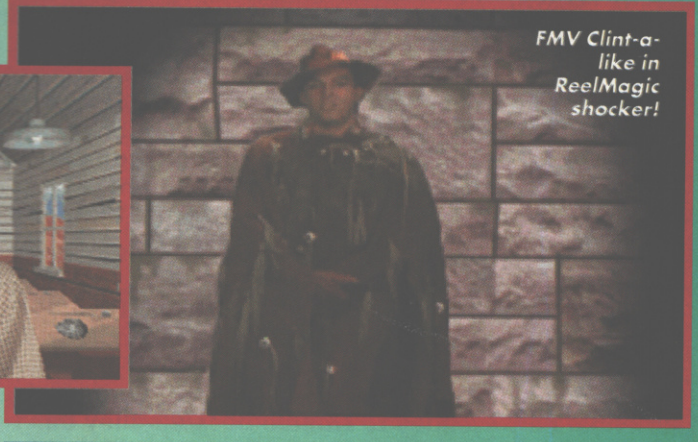
For a start, both Coktel Vision's Lost in Time and Activision's Return to Zork use digitised actors. Zork has Wayne the older brother from the Wonder Years, some kid from Doogie Howser MD and a host of other actors plucked from various dull US sitcoms. If the trend continues maybe in the future you could be nominated for a Bafta or an Oscar for Best Supporting Actor in a Platform Game?

Besides games, the aim is to put full-length movies onto a CD-ROM disc. The first VideoCD films capable of being played on the ReelMagic will come from Paramount Pictures and Warner Brothers, with other film studios following suit next year. The VideoCD standard is backed by a whole host of companies including Sony, JVC, Matsushita, Philips and Samsung, and by this time next year you may well be renting out your Friday night flick on CD-ROM disc from Blockbuster, rather than a crackly old video tape.

It Does The Lot

The ReelMagic card goes on sale in this country very shortly at a price of £399.99. It will come with a demo CD, the full MPEG version of Activision's Return to Zork, and both DOS and Windows software. Games are expected initially to retail in the £45-£70 region, with 12 titles available by the time of the launch, and over 50 come the New Year.

Better still, ReelMagic doesn't need much in the way of expensive hardware. You'll need a CD-ROM drive of course, but it will work just as fast on a standard 16MHz 386PC as on a super-powered 66MHz 486DX/2. It'll also run its 32 thousand colour displays even if you only have a standard 16-colour VGA card. ●



FMV Clint-a-like in ReelMagic shocker!

So here we have a card that plays video CDs and a new breed of TV-quality video games, doesn't need expensive hardware, costs under £400 and comes complete with built-in sound. An impressive piece of kit, there's no doubting that, but, like many of the new machines cropping up lately, ReelMagic will live or die by the quality and quantity of software produced for it. We'll be watching closely.

WORD UP WITH PAUL

This month sees the launch of two of the most important pieces of technology that this industry has seen since the Spectrum. 3DO and Jaguar have hit the streets, one with a roar, the other a whimper. And to be quite honest, it really shouldn't be that way.

We've had a 3DO machine in the CVG office for about a fortnight from the time I write this, and we've all trotted down to Atari's UK headquarters to have a good old look at the Jaguar, and while both are certainly very impressive machines, it's the Jaguar which really got our jaws dropping. It's easy to see why, if you take a look at the tech specs in the 10-page feature running this issue from page 10. And, when you take a look at the respective retail prices of the two systems – $700 for 3DO compared to $200 for Jaguar (UK prices not yet confirmed) – you'd think it natural for companies to be taking a very keen interest in Atari's 64-bit wonder.

COP OUT?

Yet all the focus is on the CD-based 3DO, with companies reticent to even give us a quote as to the quality of the Jaguar, let alone whether or not they'll be publishing games for it. Now what I want to know is, why? Fair enough, a lot of firms have been stung in the past by Atari's failure to market its machines, but the company is putting its life and soul into making Jaguar one of THE machines to have in the Nineties; it's streets ahead of the competition in terms of technology. But you'll still hear the softcos whinge 'Yes, but it's Atari, isn't it'.

What a cop-out! You'd think that, after years of whining about having to hand over wads of cash to Nintendo and Sega to publish games, they might at least have the foresight to invest a little bit of money in putting together games for a machine that could wipe the floor with either of those systems, without having to turn over large portions of dough to the company who owns the machine. After all, we are talking 400 Meg cartridges here, at a price of around £40, when the two big console firms are charging at least that for cartridges that are a twentieth of the capacity.

BANDWAGON

This is an industry that thrives on new technology. It's an industry that has made a lot of people very rich because they jumped on a bandwagon and it kept on rolling. Now those same people want to stay on the bandwagon come what may, shunning potential new avenues to trundle because they don't have the bottle to cough up a few grand out of millions to support the single biggest jump we've ever seen in new-tech. Yes, 3DO is a great machine and deserves to do well – but at the expense of everything else? Easy money isn't everything, you know.

PAUL RAND

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

COMPO WINNERS

We were absolutely swamped with entries for the CD32 competition. Alas, there can only be three winners and, after wading through the masses of letters and postcards in the sack, our lucky wand came to rest on the following trio:

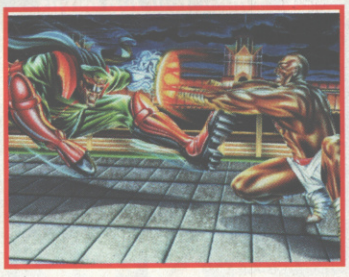
Paul Hart, Shrewsbury, SY2.
Craig Lowe, Skegness, Lincs.
Peter Oyediran, London, SW11.

Enjoy your prizes, you jammy gets!

POSTER POSER!

We were rather surprised by a phone call from Nintendo's PR company the other week, informing us that we'd got the names of the bosses wrong on the Streetfighter 2 Turbo poster which we gave away last issue. We were also quite surprised to find a number of letters in the post, proclaiming much the same thing.

Were they correct? had we, as they say, mucked up? Well, yes – and no. The names of the bosses on our poster are, indeed, different to those on the UK version of the game. However, when we produced the poster we didn't have a copy of the UK cart, having to rely instead on the Japanese version which we had in the office. On there, the names of the bosses are exactly the same as those on our poster!



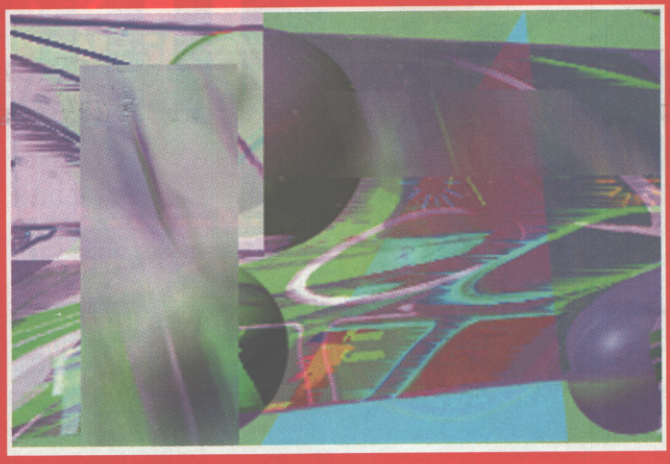
So why the difference? Is it because of the same Mike Tyson/M Bison controversy that caused Nintendo to alter the names in the original SF2 cart?

Probably. But we'd just like to apologise unreservedly to anyone whose Turbo poster enjoyment we spoiled by printing the names differently to those in the UK version. Sorry.

SPOT THE SHOT

OK, so it was an easy one a couple of issues ago. But give us a break; it was the end of the schedule, we were running short of time and we had to get a shot in, so get one in we did and, as most of you rightly pointed out, it was Sonic Spinball! So, Mark Helliwell of Sheffield, expect a Super NES game through the post very shortly!

This month, we've decided that, as the last couple of shots were a bit easy, we're going to really crank up the difficulty and make you sweat! Once you think you know what game we've taken this garbled grab from, write it down on a postcard and send it to: SPOT THE SHOT 7, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Make sure your entry reaches us by 14 December 1993, and please include the machine you wish your £50 software prize to run on. Good luck!



MEET THE CVG CREW:

PAUL RAND

There was a time when you couldn't keep the CVG ed out of the public eye. Mingling with the stars, cropping up on radio and TV (OK, it was GamesMaster and some radio show in Lancashire with Andy Peebles, but what do you want?), then it all seemed to dry up. Recently though, the Rand has received a massive ego boost in the form of a number of celebrity minglings (Bob Hoskins, Michael Winner AND Jeremy Beadle!) and he even got a name check in top peoples' magazine, Time International! What next? Taking over from Anneka Rice on the new TV show 'Challenge Rand'?

GARY LORD

Has Gaz ever managed any televisual debuts? "No, the most I've ever managed was to appear in the audience in various programmes when I was a nipper. My first was in the audience of Crackerjack watching the legendary Don McCLean and Peter Glaze, but I never made it as a contestant, so I never got that prized possession – a Crackerjack pencil and pen." For our younger readers, this 'prized possession' was the juvenile equivalent of a Blankety Blank cheque book and pen. And Gary wanted one! (Editor's note: Gary is very old, so you probably won't remember Crackerjack. I don't!)

AMANDA TIPPING

Budding author Amanda hopes to become the new Jilly Cooper, with her debut novel 'Sweet Revenge' almost complete. As you'd expect, it's full of dirty bits, and Amanda's rather proud of it; so proud, in fact, that she just can't help going on and on about it. She's used to the limelight she'll be grabbing once her tome wins the Booker Prize, having just been given her own regular slot on Radio Sussex – her Daily Star centre spread appearance with the California Dream Men will have helped too. Wait a mo, is all that mucky stuff in the book about big, muscly men really fiction?

DENIZ AHMET

Only two issues into the job, and already we're convinced that Deniz never leaves the house. Our Den's happier sitting in front of the TV scoffing a big pie, than being on the box spouting his games' knowledge. In fact, the only public appearance Deniz has ever made was at the front of the school hall in assembly, when he had to tell the entire school his secret fantasy! And what was it? Answers on a postcard please, to 'Dirty Den' at the usual CVG address.

RIK SKEWS

Meet our new staff writer! Rik not only likes to spell his name in a funny way (his name's Richard), he's also a bit of a TV and radio star! While at college, the cameras from top cop show The Bill turned up, and CVG's latest recruit landed the part of 'Shocked Man *1' in a scene when a knife-wielding attacker ran past a crowd of gaping onlookers! Move over, DI Burnside. Rik's also been on Kilroy and Radio 4; but his biggest claim to fame has to be as session keyboard player for a certain Antipodean songstress! No names, but she swapped spit with Michael Hutchence from INXS for a while...

JULIE HEAP

Here we all are, mixing with all sorts of celebrities (except Deniz), appearing on country-wide radio (except Deniz) and popping up on a variety of TV extravaganzas (except Deniz). Now Deniz has a cohort in Julie, whose only claim to fame is "knowing some bloke off Channel 4 called Crusher." Mind you, CVG's Art Ed has met Paul Daniels once in Spain! Was he magic? Not according Julie. "Actually, he was a bit of a w..." Surely she means 'wonderful person'?

Out Now. Contact Philips (071-222 0833) for information.

INTERNATIONAL TENNIS OPEN

Is Infogrames' tennis simulation game, set and match or a stab in the back to CD-i?

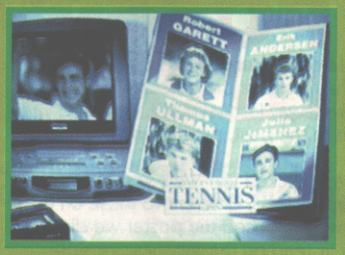
Grass, clay or cement – you choose the court.

Can we first of all say a big 'Hello!' to the first ever CD-i review in CVG? Having received one in the office the other day, along with this tennis simulation from Infogrames, it's been hard to drag those staff members into new-fangled technology (Rand, mostly) away from the thing!

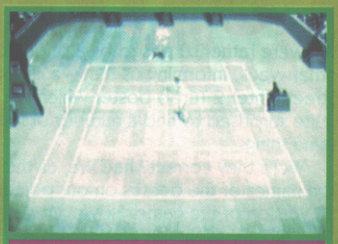
A load of balls

International Tennis Open is, surprise surprise, a simulation of that game played with a racquet and ball, using CD-i's compact disc technology to hopefully bring as realistic a tennis game as possible to your TV screen. After being greeted by a burst of CD music, the player is taken to the menu screen, where you can select from a number of game options; whether to play a single match or a full tournament; fully manual controls, defensive shots only or simply movement of your player around the screen; full or limited commentary, etc. Once you've tailored the game to suit your requirements, you're given the opportunity to select an opponent from one of four – they range from Julio Jiminez, the old boy of the game, to Robert Garrett, the world's number one player. Choose your oppo, then select whether to play on grass, cement of clay. After that, you hear a preface to the match from commentator George Eddy, and then you're into the game itself. ●

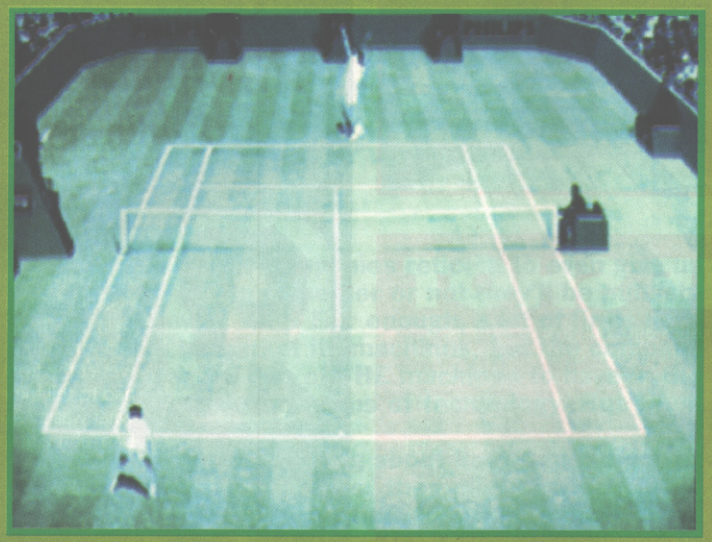
PAUL RAND



Which of these four top tennis players will you decide to go up against?

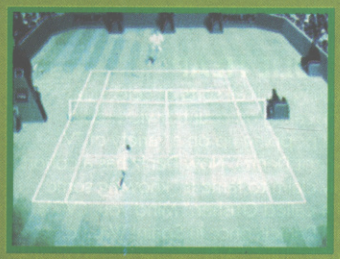


With the amount of storage space available on CD, Infogrames has stuffed International Tennis Open full of digitised graphics and sampled sound effects. There's full commentary from George Eddy (which can be turned off if you get sick of him), as well as full-screen digitised images of all the players. And on the court, the two combatants are digitised too, and you get sampled ball sounds and crowd roars.



Julio Jiminez to serve – be on your toes or he'll ace you.

Things aren't going very well for Victor Player.

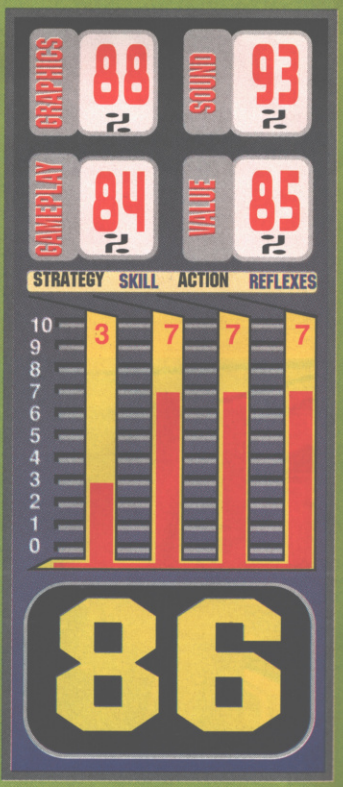


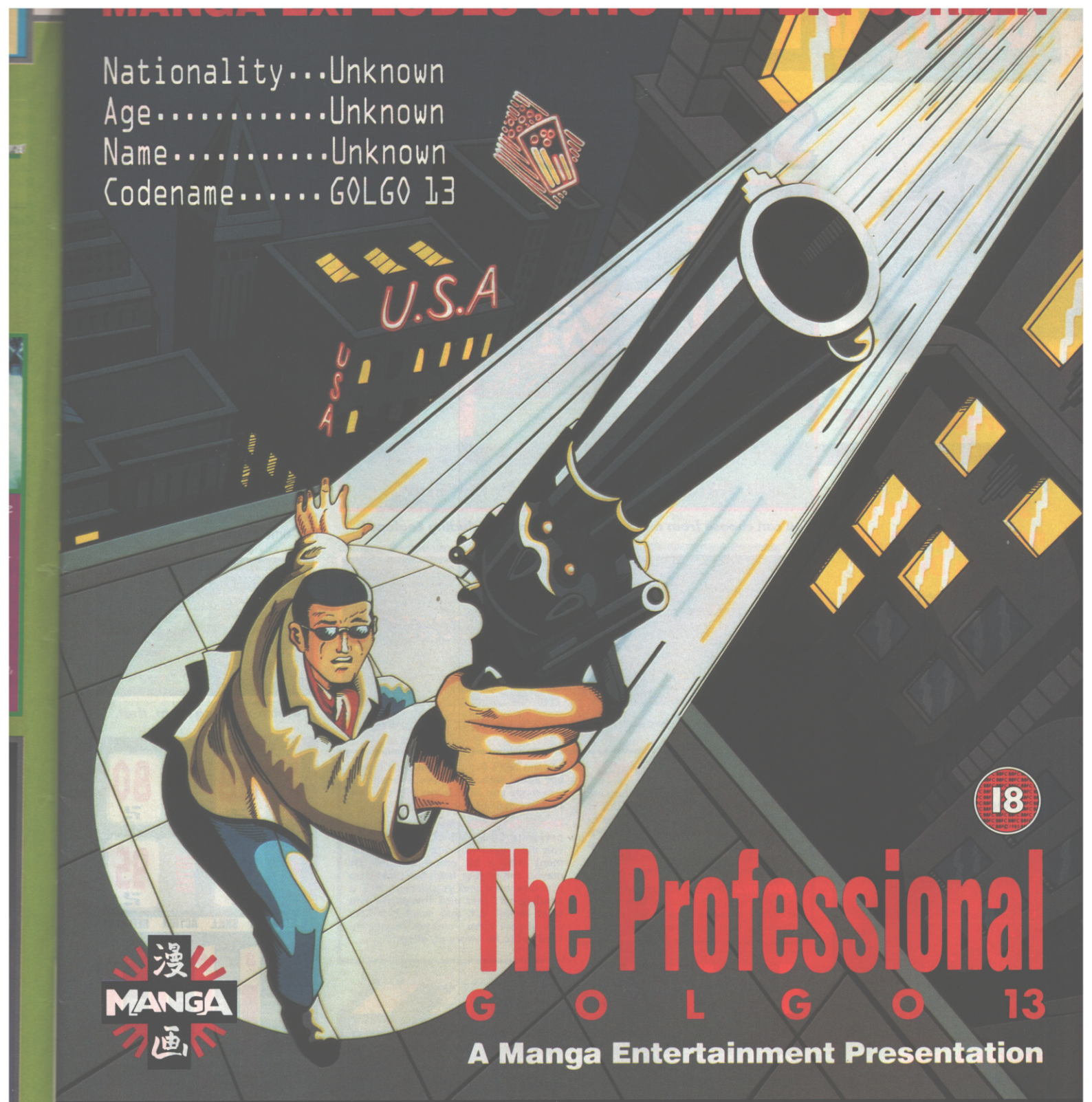
Run in to the net to smash a point-winning ball!

VERDICT

CD-i has been a machine waiting for good software, and this is one such title. The programmers have filled the disc with sampled sound and digitised graphics. And for all you doubting Thomases who believe that you can't have good gameplay on CD, then think again – International Tennis Open plays a very good game of tennis, and the difficulty level between the four opponents is well set. It's a pity there's no two-player option, and some of the animation is ropey at times, but generally this is an admirable tennis game.

PAUL RAND





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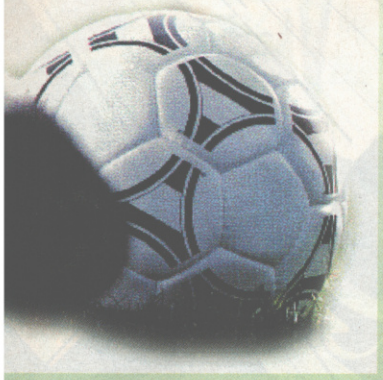
All screenings are late-night performances. All dates and cinemas are subject to change. Check local press for details.

.....WATCH OUT FOR MORE MANGA CINEMA PRESENTATIONS IN 1994.....

Out December. Contact Sony (071-734 5151) for information.

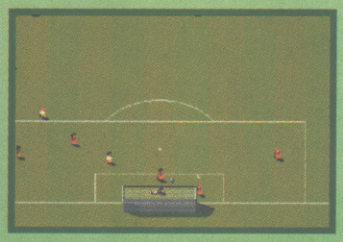
SENSIBLE SOCCER



Generally regarded as THE football game on Amiga, Sensisoccer's now scoring on Mega Drive!

On the Amiga, there are two big battlers for the title of king of football games – Sensible Soccer and Goal!. On the Mega Drive, a similar battle's just about to begin. FIFA International Soccer and Sony's Sensible Soccer are the two main contenders for your cash, with plenty of hype surrounding both.

Sensible has the pedigree, being arguably the best game around in its Amiga incarnation. It's taken a while, though, for console versions to appear, but appearing they are, with Mega Drive being the first.



A great scoring chance!

YOU'RE A STAR!

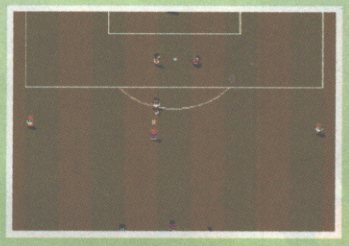
You can tell which player you're controlling as he's the one with his shirt number floating just above his head. But wait a moment, what about the ones with a number inside a star? They're your flair players, and each team has three of them. These are the boys you should look to when you're in trouble, as they're more skilful than the rest of the team and find it easier to get past the opposition, ride many of the heavier tackles and score some stunning goals just when you need them.

You can choose from a list of comedy teams – including England!

Half-time

Once you've selected the options to suit your style of play – length of game, whether or not you require music during a match, differing pitch conditions, it's into the game itself.

If you've ever played Kick Off in any of its forms, you'll feel pretty much at home with Sensible Soccer, although when you get down to it, the gameplay differences between the two are quite radical. As in Kick Off, Sensi is viewed from above, but from much higher so there's more of the pitch on view, allowing for a more strategic style of play – basically, you can see more of what's going on, in terms of player positions and such, so you can plan passes easier. In fact, it seems all that's missing is the half-time teacup throwing! ●



Is he going to burst through?

And the keeper was nowhere!

A match-winning team, that.

DOWN ON THE BENCH

FORMATION: It's all very well storming in with a 3-5-2 attack set-up, but it doesn't look very inspired when you're trailing 4-1 at half-time. It's here where you can alter the team's set-up once you return to the pitch, the players automatically fall into the new formation.

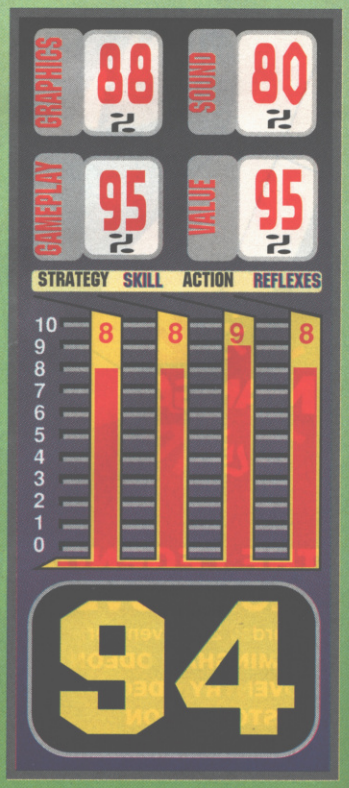
POSITIONS: What if you go into half-time 0-0 and you need to bring on a bit of new blood to liven up what could otherwise turn out to be a lacklustre second half? Bring on the boss to tinker about with your players' positions – perhaps you want to put all your star players up front, for instance?

SUBSTITUTIONS: Not every player performs 100% all of the time, and you may need to bring on a replacement with a bit more 'oomph'. Or maybe one of your team has picked up a yellow card and you daren't risk a sending-off? Just pick the player you want to pull off, and swap him with one of your subs – and you're guaranteed not to be sworn at, either.

VERDICT

Mega Drive Sensi contains all the features of the floppy game and then some. The game runs at a frenetic pace, yet the controls are so simple you'll be scoring goals in no time – until you come up against the top computer teams. Sensisoccer really comes into its own, though, when you team up against a friend – if you're better than him you'll take great delight in whooping him, and if you're equally skilled then it's a real challenge. The most enjoyable game I've played on the MD in years – well done Sensible Software and Sony!

PAUL RAND



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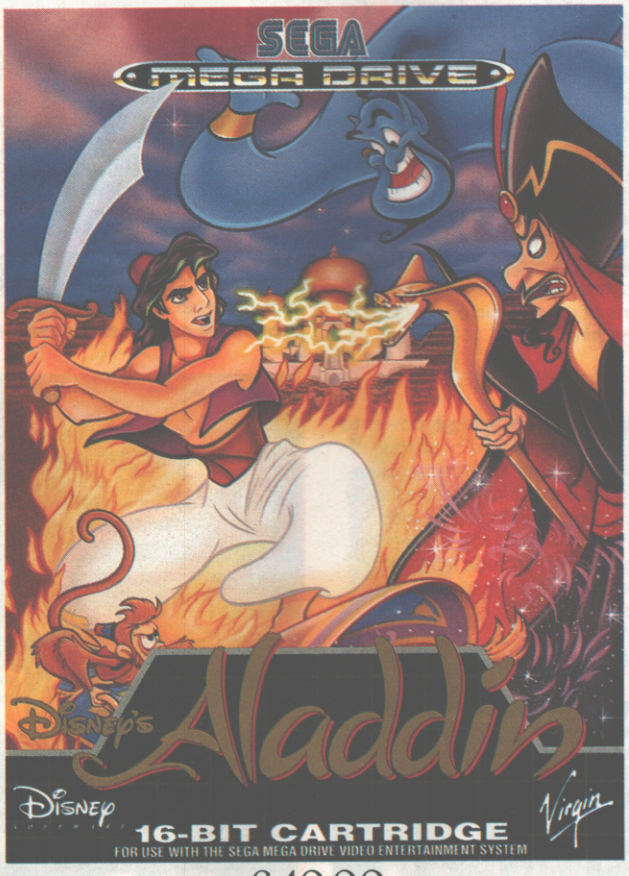

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All items subject to availability

Out: November. Contact Renegade (071-702 3643) for information.

TURRICAN 3

Turrican was good, Turrican 2 was excellent, so will the third instalment be er... excellently good?

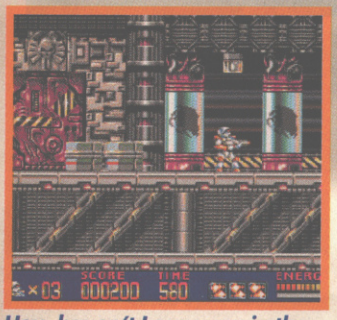
That evil bio-mechanical monstrosity known rather boringly as The Machine is up to its old tricks again. Not content with being humiliated twice already it has decided to have another stab at galactic domination.

The Machine has been destroying whole solar systems, just because it craves power and plenty of it.

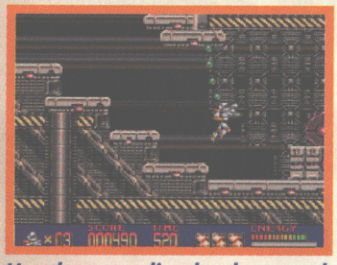
So who ya gonna call to stop this poor excuse for a baked bean tin annihilating the rest of the population? The United Planet's most decorated war hero, that's who. And by the way, that's you that is.

After deciding your gingham shirt and denim hot pants probably aren't the most suitable things to wear while fighting ole Jonnie Machine you wisely decide to slip into your trusted exo-skeleton so that you stand some chance of adding to your medal collection.

What this boils down to is basically the old run-and-jump platform romp set over five against-the-clock and-progressively-more-difficult levels, each of which is divided into three separate zones. Of course these aren't empty zones, they've been filled with all sorts of robotic minions created by The Machine.



Hey, haven't I seen you in the movies or somewhere?



Use the grappling hook to reach difficult areas or if you want to be Batman.

National power

Luckily your suit has enough power to make the National Grid blush, but your weapons are fairly energy intensive so it's important to grab as many energy bonuses as possible. Also available are a multitude of weapon upgrades which include multi-shots, missiles, shields, extra lives, all the regulars basically.

One of the best new features in the game is the addition of a grappling hook attached to your suit which enables you to reach inaccessible areas. If you've played Ocean's film licence of Batman then you'll be familiar with the grappling hook idea. However, in Turrican 3 the method of controlling the hook is extremely responsive and allows for very precise manoeuvring when attached to a platform.

Huggy-types

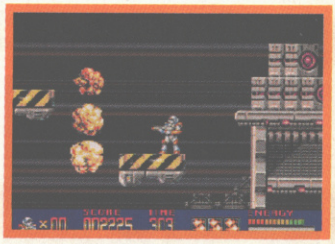
The levels have a loose theme running throughout each one. The first, for instance, requires the destruction of as many Alien-esque face-hugger types as you wander through a hatchery, while the fifth features machines which are reminiscent of the Walkers from The Empire Strikes Back.

If you're a top notch games-player it's possible to alter the difficulty level. But be warned because the maniac level is just that.

The maniac level is just like it says and is not something to attempt on your first go.

Here's one of the harder baddies that crop up during a level. They're nothing compared to the end-of-level guardians though.

However, instead of just increasing the number of baddies on screen, Factor 5 has chosen to make them tougher which seems a more sensible idea as it allows the levels to be to be thought about rather than simply rushing in and blasting everything. ●



There's loads of moving platforms to contend with during the game.

VERDICT

Turrican 3 is one of the best platform games I've played on the Amiga. The 28 tunes are breathtaking and Chris Hulsbeck should win an award for the best Amiga music I've heard. It complements the frantic pace perfectly, as does the brilliant FX. AND the whole lot can be listened to in Dolby Surround. Add to this great graphics with heaps of background and sprite variety, a well set difficulty level that can be altered as you get better, mix the lot together and you've got a game that you'd better go and buy right now!

DENIZ AHMET

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REVIEW

SPACE HULK

Out now. Contact Electronic Arts (0753 549442) for info.

A futuristic Incredible Hulk sim? No! It's a computer version of Games Workshop's groovy boardgame

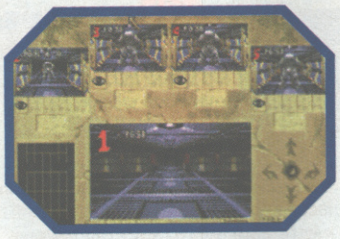
It's the 40,000 century and man is fighting a battle against the alien genestealers. These fiends travel in giant starships known as Space Hulks killing any humans they find.

Mankind won't be beaten though. As commander of a group of up to five of the emperor's terminators it's your job to lead them inside alien dreadnoughts and complete 50 missions; these vary from blasting genestealers to collecting artifacts.

You choose

A choice of weapons is available depending on what type of mission is selected. For instance a flamethrower would be useful for destroying alien nesting sites while the powerful assault cannon is handy for destroying anything which gets in the way.

Action is in real time with a 'freeze' option. However, to stop overuse, freeze time quickly runs out and is replenished by playing in real time. This computer version of Space Hulk is better than its boardgame equivalent. After all it's hard to feel threatened by a plastic figure charging down a cardboard tunnel isn't it?



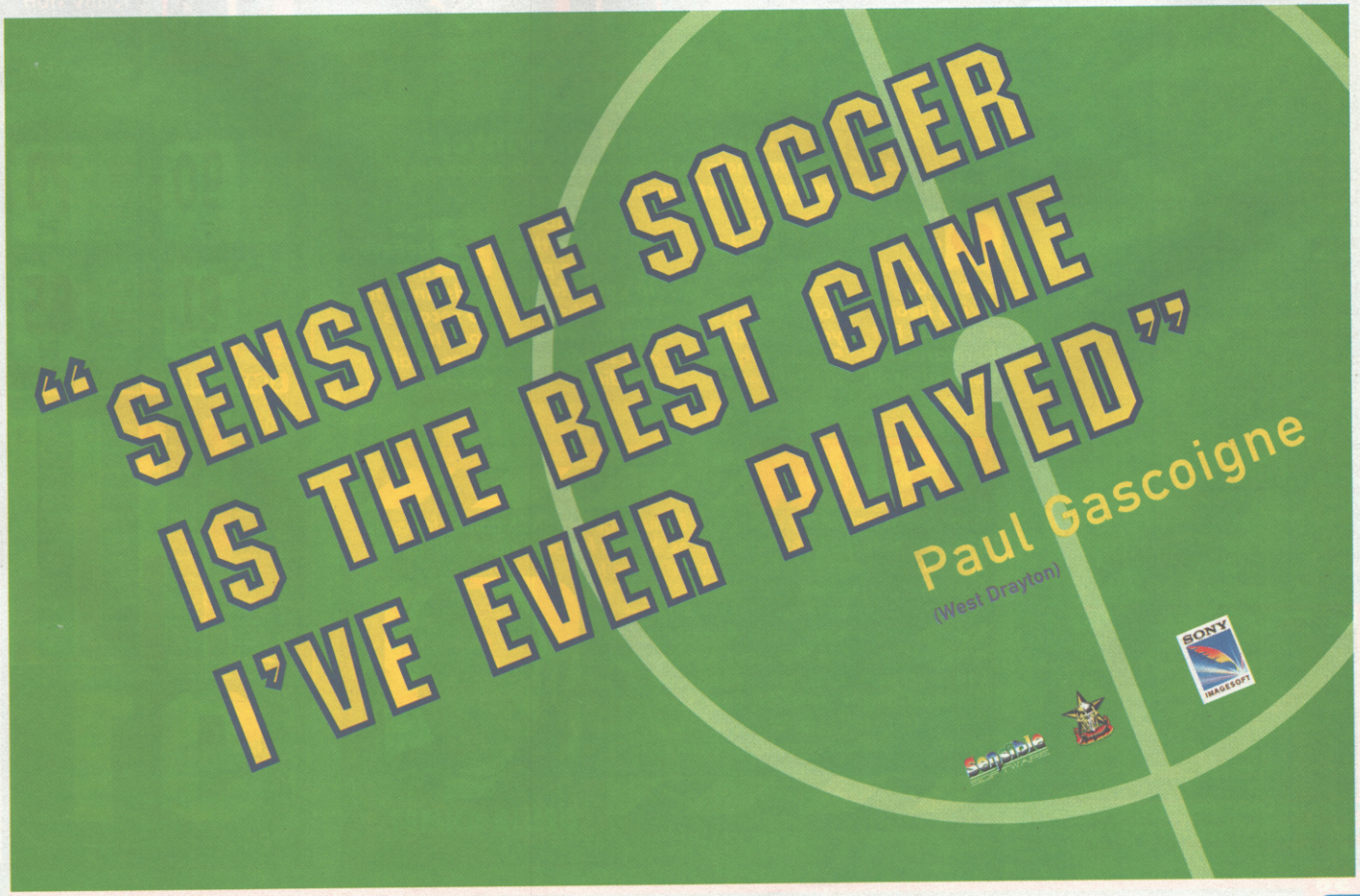
Things are a little too quiet for comfort around here.

Whoops, looks like I tempted fate and spoke too soon!

Space Hulk is scary. An unbelievably tense atmosphere is created by detailed graphics with terrifyingly realistic aliens, excellent sound FX (particularly the aliens' roar), but especially through engrossing gameplay thanks to trappings like dice rolling being removed. Combine this with the best elements of shoot-'em-ups and arcade adventures to create a game you simply must have. Just don't play it alone OK?

Rik Skews

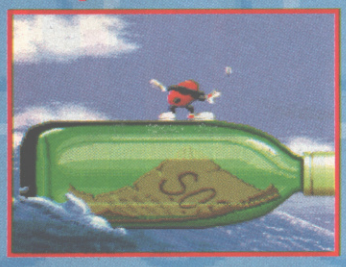
AMIGA by ELECTRONIC ARTS £34.99



Out November. Contact Virgin (081-960 2255) for information.

COOL SPOT

Cooler than an ice-cube with shades, Mr Spot hits the SNES with added fizz!



His name is Spot, Cool Spot, and he even wears his shades indoors! But if there's one thing which gets up his nose, that is, if he had a nose, it's when his mates get kidnapped and caged up. That's when a hero is needed.

Set in a land where everything is life size, except for Cool, our round friend has to tackle 11 distinct stages, utilising his character charms to do the deed.

Play boy

Leave him alone for a moment, and he'll whip out his yo-yo, clean his shades or even pull a silly face. He's very much your flexible friend, cartwheeling down the backs of deck chairs, climbing ropes and springing off mouse traps. If he falls off a great height he'll even dust his sleeves in disgust.

There are lots of things out to halt Cool Spot's travels, and while he can sustain six hits his only weapon is the ability to sling suds. To help him negotiate those hard-to-reach places Cool will often make use of balloons and bubbles for their floating properties. Misjudgment with these can be time consuming, so it's worth remembering that you're against the clock all the way.

The action becomes more manageable when you make use of the collectables which are liberally scattered. Health, time and continuation posts play a more crucial role the further you progress, while a Virgin Pill is the equivalent of collecting seven dots, which is good news considering that some dots are actually hidden behind objects!

My hero

Depending on your difficulty setting each level requires our round friend to collect a set number of dots before he can free his friends.

This is all very well, but is the SNES version any better than the Mega Drive? Well, all the levels are the same, but they look sharper, have new graphical features and the scrolling's smoother. In fact you now have a bonus stage where Cool tries to spell out a word by collecting its letters. Each letter he finds earns him another continue. Impressed? You should be.

Cool Spot can use mouse traps to spring him over obstacles.

It's like a stage from Sonic! High speed cartwheels around a maze of platforms. Brilliant fun!

Cool as...

A new trend in platform characters is to leave them alone and see what they do. Cool Spot does a lot more than others, so here's the funny stuff and other Spot animations.

Cooler than Iceland in winter

Even a Spot needs some help to be extra cool. Here are the items which you can gather to sort your life out.

- *This gives our pal seven dots, saving heaps of hassle. But there aren't many around.*
- *You need to collect these before you can rescue your friends. Some of them are hidden.*
- *Grabbing this pumps up your life status. They appear when you shoot baddies.*
- *I do believe this adds an extra 30 seconds to your time. More vital on harder levels.*

VERDICT

Cool Spot is one of the most cleverly put together SNES games for ages. The Cool Spot character easily takes the title for best 'stand still' animation routines, and he's funny on the move too. Visually, the scenes are fabulous and the action is immensely enjoyable. A lot of the levels have been blessed with graphical features not found in the chart topping Mega Drive version, and the visuals are a lot smoother and more vivid. Cool Spot proves that there is still a lot of life left in platform games. Simple but cuteishly addictive.

DENIZ AHMET

Out Now. Contact Electronic Arts (0753 549442) for information.

PRIVATEER

Wing Commander meets Elite in this space trading and combat sim.

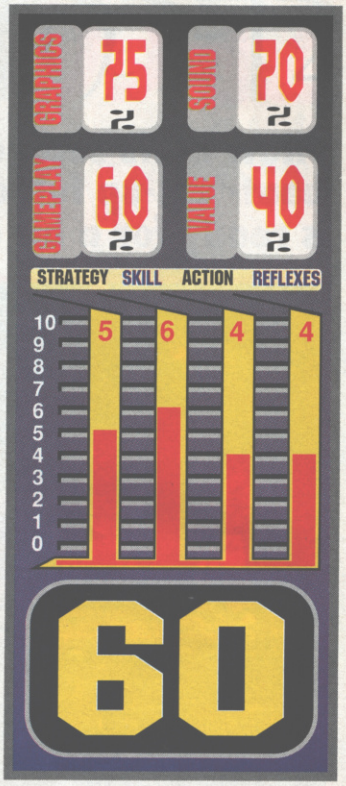
Wing Commander was a fast and furious space combat game with lots of action and excitement. Elite was a fast and furious space trading game with action, excitement and strategy too. Now Origin has created Privateer, a games set in the same universe as Wing Commander, but instead of blowing the Kilrathi scum out of the sky, you're freelance trader and mercenary out to make a swift buck.

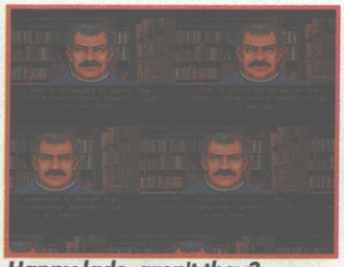
Trader

Like Elite, trading is central to the game. You need to make money by buying commodities and selling them for a profit, then using your hard earned cash to upgrade your ship. You're always in danger from pirates who are out to steal your cargo, so combat plays a large part as well. Beyond that, there are missions to fly, galaxies to explore and bars to hang out in. Sounds fun? Err...

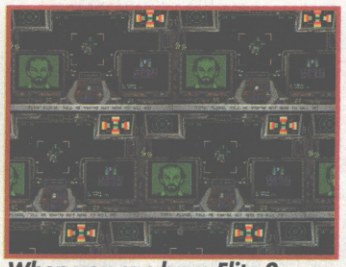
The graphics are OK, but they're a bit old fashioned compared with other games. Add to that no storyline and combat which is about as exciting as watching paint dry, and you're on to a loser.

The trouble with Privateer is the missions are fine, but they're not easy to find, and I wasn't aware of them until I'd stumbled across one by accident. The trading aspect prolongs the game a little bit, but it's all rather dull. If you want a similar game with a more depth, look no further than Frontier: Elite II. It's bigger, better, cheaper and comes on only two floppies.

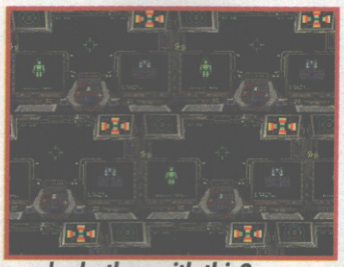




Happy lads, aren't they?



When you can have Elite 2...



...why bother with this?

An addictive puzzle game – create clocks on 12 world monuments – shoot enemies that rust your creations.

"Eat your heart out Tetris. Gear Works is here to stay."

Alex Lee, editor of G.B. Action.

GEAR WORKS

IF YOU'RE RUSTY YOU'RE DEAD

GAME BOY

SONY IMAGESOFT

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Out now. Contact Vivid Image (0923 50701) for more information.

SECOND SAMURAI

Now in its second incarnation, the beat-'em-up full of eastern promise is ready for a bit of kung fu fighting

This is where the game begins, a serene area of waterfalls and caves. Oh and the guy in black is a friendly chap – as if!

After a two-year break oiling those well used arms and legs, the Samurai has returned to a complicated, but cracking platform world. He has to rescue his friend who has been captured by the Demon King and is trapped at the end of the world. Can he save him in time?

Second Samurai, the sequel to First Samurai (where do they think of these original titles?) kicks off where the first one left off, and there are some significant improvements

It's all Jap to me

For a start there are 10 difficult levels of high kicking, arm punching kung fu-style fighting with monsters, dragons, snakes, beetles, robots, ninjas and other samurai.

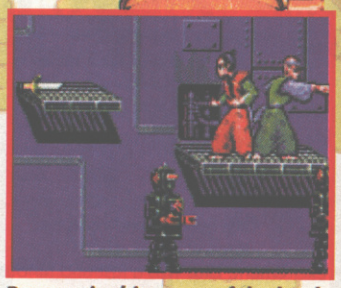
If that isn't enough to contend with there are the four sub games which involve - yes, you've guessed it - more fighting with asteroids on moving platforms which dissolve as soon as you jump on them so you have to be quick on your feet..

The game starts quite tame with the Samurai just using his bare hands and legs as defence, but as the game progresses he can pick up various weapons scattered around, such as a massive sword, throwing daggers and even a special magic bomb. One thing which puzzles me is how does the samurai manage to jump about so nimbly when he's laden down with so many heavy weapons?

I'm sure Vivid Image is not that concerned about such a minor detail, since it has paid a lot of attention to more important details in the gameplay, such as a shoot-em up section where the Samurai straps on a rocket – here the backdrops are spectacular and the action superb. The Samurai travels through various places to get to the end of the world, including Japanese gardens, a volcanic world, and a future world. Along the way there is plenty of wrestling, including karate, aikido, taekwondo and the revival of the 1970s cult fighting, kung fu.

If there's one criticism to make it's the fact that it's really difficult to get from one level to another because the bloody exits are so well hidden it's a game in itself just to find them. But once the frustration is over and you start a new level the game just gets better and better. ●

I think this fellow needs some sleep. Too many late nights has made him go green.



Beware in this scene of the lead weight that comes crashing down at any moment (like now).

In the underground cavern of demons this guy has let his battle skills go to his head.

Second Samurai's sumo pal – he's called Sue you know.

VERDICT

I'm not a massive fan of these ninja sort of games but as it happens this one is quite entertaining. The soundtrack is effective, giving the game a dramatic feel. There's plenty of hack 'n' slash, exploring, puzzle solving and platforms to keep you occupied well into the early hours of the morning and the backdrops are quite stunning, making a decent change from similar games. Vivid Image deserves a pat on the back for all the hard work it's put into this. And at the same time why not treat yourself and go and get your very own copy.

AMANDA TIPPING

Konami (UK) Limited Konami House 54a Cowley Mill Road

Out now. Contact 21st Century Entertainment (0235 851852) for information.

PINBALL FANTASIES

Another issue, another Pinball Fantasies review! This time it's on the A1200. Will it be a corker or will it end up a bit smelly? Read on intrepid reader and find out...

Win a billion dollars. (Well it's only pretend, but what the hell.)

What I want to know is why on earth anyone would want to play pinball on a computer instead of getting off their wobbly bottoms and walking down to their nearest arcade?

Needles

Picture the scene at your local arcade emporium: hot sweating body; itchy fingers, twitching and breathtakingly fast on the machine buttons. Either side of you a gang of unruly youths grunting in ecstasy as you push the machine to its limits with your sheer brilliance. It's not exactly idyllic is it?

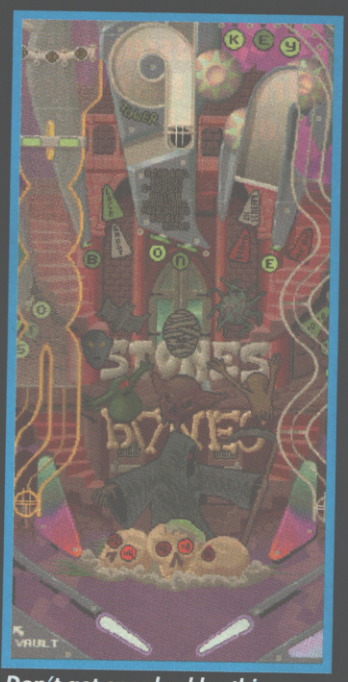
Above you a cloud of high-tar smoke forms, painting the ceiling with an acidic grey tint. And in the air a sweaty smell indicates at least one of you in the group needs a lesson on personal hygiene. Pinball eh, what a top game?

Addictive, simple and the oldest arcade game ever!

Pinball Fantasies, I think you'll find is a much more civilised option than nipping down to your local arcade. And if you're a regular reader you'll know how much we've been raving about the game, but if you're new to the magazine then I'll run through the game once more.

And pins

Well, it's pinball pure and simple. Four tables; Partyland, Speed Devils (which is car based), Billion Dollar Game Show and Stones and Bones (ghosts and ghoulies type thang). Each table has its particular bonus set-ups, pitfalls and sound effects which will keep you keep you flippin' away for some time.

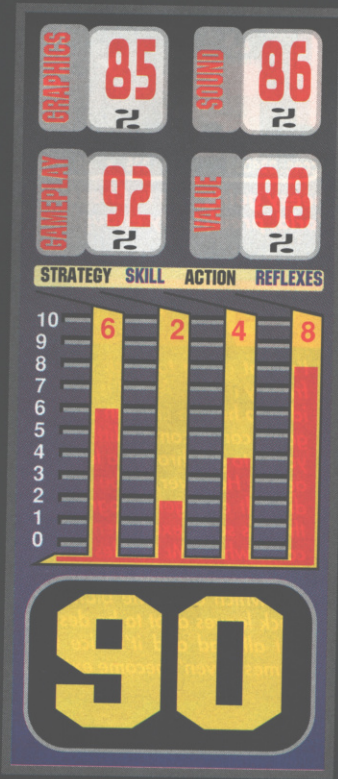


Don't get spooked by this ghoulish table – it's one of the best in the game.

VERDICT

Pinball Fantasies on the A1200 is as fine a game as it is on all the other machines. But what use has been made of the AGA chip set? Well the tables now feature 256 colours and have been redrawn and touched up to give a more realistic and polished feel. The game also has modified ball routines to get the most from the increased processing power, and this power has also been utilised to make the game run even smoother. With the excellent gameplay still there you've got an essential game if you want the most realistic pinball simulator ever!

PAUL RAND



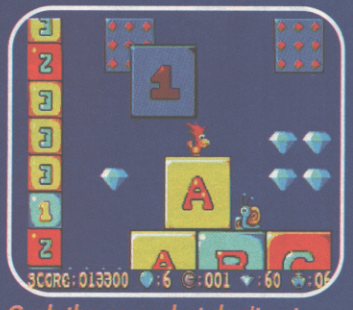
Out January. Contact Mindscape (0444 246333) for information.

ALFRED CHICKEN

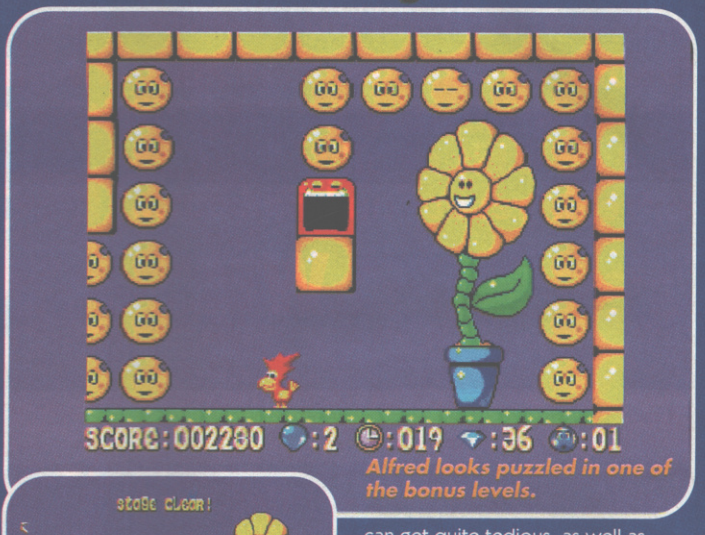
Is Mindscape's Alfred a tasty bird or a bit of a turkey?

Alfred Chicken is Mindscape's latest assault on the platform market, and in the game this cute little fellow is on a mission to rescue Billy Egg and his friends, who have been captured by the evil Mega Chickens (you don't want to mess with these guys – they're certainly no yolk. (Any more of those and you're fired – Ed)). Alfred's got a beak like a pneumatic drill that can kill the hordes of clockwork mice, worms and, indeed, anything else that walks, crawls, hops or flies in his direction. He doesn't move very fast but Alfred can fly through the air to reach different levels in the game.

There are eleven different stages to tackle in Alfred Chicken's quest to find his pals, starting off in the Cheese World and going on to the Baby World, Wood World, Book World, and Sci Fi World, with plenty of sub levels and bonus levels to have a crack at in which you have to pick up keys and extra points before you can progress in the game. Along the way Alfred has to peck at balloons, and only when all of them have been popped will he be transported into a special bonus stage and then onto the next world.



Grab the gems, but don't get nabbed by the snail.

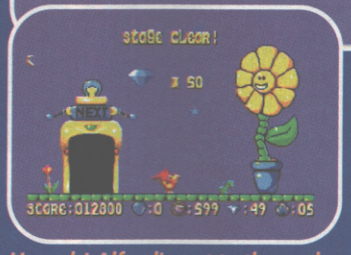


Alfred looks puzzled in one of the bonus levels.

Cluck Me

Mr Peckles, the 90s equivalent of a flowerpot man, is a friend of Alfred's and he gives him pieces of advice to help him carry on with his quest, as well as jars of strawberry jam which give him special powers, allowing him to shoot bullets which can blast away blocks and create exits from the level. Talking of which, there aren't that many levels in the game, but don't be fooled into thinking it's a piece of cake because it isn't. There's quite a lot of something (I can't call it action or gameplay because it isn't) packed into each level which prevents you from leapng from stage to stage. The trouble is that if you die you go back to the stage where you last popped a balloon, and that could be quite a while away, so you have to repeat the whole process again. This can get quite tedious, as well as causing quite a dent in your hand as you grip the joystick in frustration. Despite this minor setback once you get past the first few levels Alfred Chicken proves to be quite an enjoyable game.

Cheesy goings-on in Cheese World, predictably enough.



Hurrah! Alfred's got to the end of the stage with a full quota of gems – his flowery friend looks on, obviously impressed.

VERDICT

I'm not going to cluck on about how exciting this game is because frankly it isn't. Alfred is a cute enough character and it is quite a novel idea to have a chicken as a hero, but it doesn't seem to work and the game can become a little dull in some stages, especially when it takes yonks to get through a level and then you die and have to start all over again. However, to be fair the game is quite difficult and gets progressively harder and there is some excitement in finding the secret coves where Mr Peckles is waiting. There is a lot of scope to improve on the simple graphics, which are quite bland, and the soundtrack leaves a lot to be desired. But hey, it's not all bad and it's nice to see that tame games haven't become extinct just yet.

AMANDA TIPPING

GRAB SOME action

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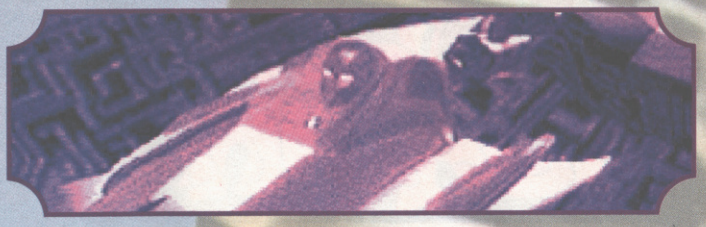
REVIEW

SNES | by STORM | £49.99

Out November. Contact The Sales Curve (071-585 3308) for information.

Virtual reality, yes we know you're fed up to your back molars with hearing about it, but listen up because the film that started it all off is the licence for a rather special SNES game...



THE LAWNMOWER MAN

What!? Space Invaders return. You have to shoot a certain number before you can move.

Perhaps the most visually impressive stage in the game – with lovely Mode 7 scrolling.

Just imagine it, a level of intelligence greater than anything on earth. At least one person doesn't have to imagine anymore because Jobe (once a sad chap who used to mow the lawn) has become virtual reality itself. Locked away in his virtual world Jobe has threatened to merge with the knowledge of all the world's computers. He's totally out of control!

Lots of digitised movie grabs provide the eerie atmosphere for the game. They pop-up between every stage so you get a breather.

Qualcast

The Lawnmower Man game is as strange as the film. Its eight levels are morphed together by an array of sub-levels which are games in themselves. One or two players take control of Dr Angelo or Carla in a mind numbing journey through platform terrains and 3D shoot-'em-up action. All the platform stages are set in reality, hence familiar scenery, while all 3D stages are set in the world of virtual reality. Portals link the two worlds and flicker at locations where you can travel no further in reality.

Carnage wise you carry two weapons comprising a basic plasma gun and a more complex device called a Bit Stream Weapon. It takes some time to charge up this device, but it becomes vital towards the end of the game where a variety of weird objects are out to kill you.

Remember Spy Hunter on the C64? Well this stage is like that, except it's horizontal, is a lot faster and has heaps of weapons.

VERDICT

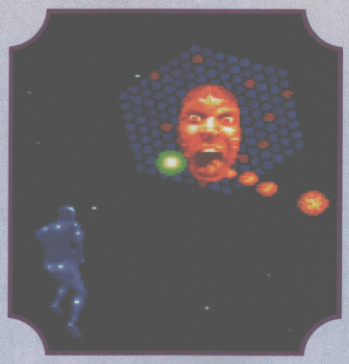
The first thing you notice about Lawnmower Man is the lovely presentation and moody music. Digitised movie grabs are presented throughout your adventure. On first play the game appears to be very bland with basic platform stuff. Hang-in and you discover a huge, well structured game with distinct sub games that don't push the rest of the game out of direction. All the 3D stuff is fast and furious, while every part of this game is playable. STORM is proving to be a quality SNES label. This is one of the best movie tie-ins ever, and definitely the best on the SNES.

DENIZ AHMET

VERDICT

To begin with The Lawnmower Man seems dull, but if you manage to hang on in there and get past the usual shoot'-em-up style of game and enter the Virtual World you'll realise that that's where the fun and excitement is! The graphics are bright and brilliant, especially the 3D bits which make the gameplay even more exciting and there are some excellent stills from the film. There are loads of levels to this game, and they just get progressively crazier and crazier. Enough to keep you busy until virtual reality becomes actual reality.

AMANDA TIPPING



Hey it's Space Harrier! Almost. Shoot Jobe's head and then fly through the seven blocks behind him to deactivate the exit. Very hard I might add.

Cyberpunk

The main virtual worlds appear in three forms as separate levels: Cyber Run, Cyber Tube and Cyber War. The object in all of these is to reach the exit. Hyper-fast Mode 7 graphics make these quite spectacular considering that the game doesn't even use a DSP or FX chip. These virtual worlds are shoot-'em-up stages and are different to those found in the portals throughout the platform levels. Within those you find a hazardous course littered with bridges and pillars which you have to pass through without any contact. These are very difficult to master because they're bloody fast and you move under momentum so the trick is to move gently and very slightly.

Jobe doesn't look too pleased at all, so blast his head again.

Back to life

Back in reality land your character will encounter obstacles like dustbins which when destroyed will release a fountain of data disks. When you collect enough of these you morph into a cyber suit which functions as a shield.

Throughout the game you will come across 10 computer terminals. These present intelligence tests of which five must be completed per terminal in order to activate its self destruct mechanism. You must destroy all of the terminals to complete the game.

Shut that door! Inside you'll enter a tricky virtual world.

Classic gaming

It's worth mentioning here about level four. It's during this level that you will notice Lawnmower Man is very similar to the old classic Space Harrier. Here you confront Jobe (well his head anyway) in a shoot-out to prevent him escaping into the VSI computer. Each time you defeat Jobe a grid of hexagons zoom towards you and the aim is to try and fly through each portal to deactivate it. Obviously, you need to beat Jobe seven times so it's very demanding on the finger tips.

This is a top licence and I've only covered a smidgen of the game here, so to find out more you'll just have to get it!

The last level is a funky vertical shoot-'em-up against the doom-splayer. Swirling plasma backgrounds make this visually moody.

SNES

PROS: Lots of variety in the gameplay and a sold movie tie-in.

CONS: Looks a bit out of date (C64-ish) on the platform levels.

GRAPHICS	Nothing special in platform terms, but some excellent Mode 7 visuals have been used.	88%
SOUND	Very moody when it needs it and funky elsewhere. Well themed.	93%
GAMEPLAY	Lots of variety demands a range of different skills.	89%
VALUE	It's a big game, and it plays well. Good use of the licence.	89%

MISS OK **HIT!**

88

REVIEW

GAME BOY | by NINTENDO | £49.99

Out January. Contact Nintendo (0329 822565) for more information.

THE LAWNMOWER MAN

The Game Boy is not the best format for virtual reality, but that hasn't stopped Nintendo creating a spectacular game...

I am sure you all know the plot by now, so I won't waste your time and mine by telling you all about the not-so-clever Lawnmower Man Jobe, who is turned into a raving loonie by the not-so-clever scientist – Dr Lawrence Anglo, who likes playing around with virtual reality.

Megalomaniac

Anyway Jobe has got it into his vastly intelligent head that he wants to take over the universe (megalomaniac or what?) but he's not bothered about trivial disturbances such as shoot outs with the city's army troops.

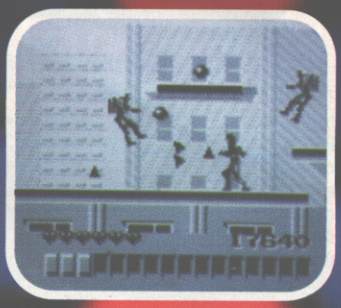
Every now and then he slips into virtual reality which looks quite impressive considering the Game Boy screen does have its limitations. He has to dodge towering blocks and huge grids in the race against time to outwit the government and take over the world.

Virtually great

The games starts off quite tamely in a suburbian street where Jobe is being pursued by gunmen in a typical shoot-'em-up style. The game progresses with him being chased into many virtual worlds through the reality levels. In these, which include the Data Tunnel, you have to steer your way very carefully through the tunnel as you fly very quickly. It sounds easy but it isn't. There are many obstacles and enemies which are placed in your way and they are often difficult to avoid. If you fail you return to the original entrance to the world and you have to try again.

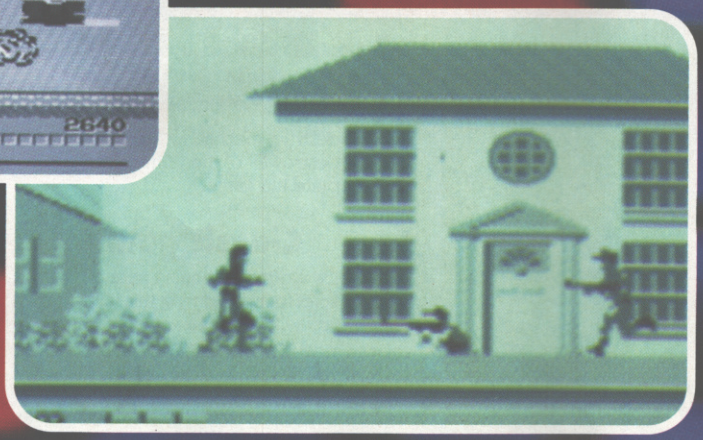
If you're not very good at this then it can hold you up for a long time and it can get quite frustrating before you move on in the game.

The Lawnmower Man is virtually the same as the SNES version which is quite commendable because normally the games are found lacking by the time they make it on to the Game Boy. Not with this one, however.



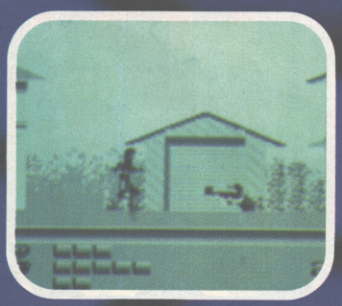
Violence on the Game Boy still looks naff; there's no colour so the blood is all black.

There are plenty of levels: Suburbia, The Shop, the Battle Chimps and finally the Doomplayer's VR Chamber from which he dominates his virtual worlds. Don't expect to reach this level in a day or so though. It takes patience and skill, something I don't have!



Running through reality has its problems, namely guards!

Fly through 3D tunnels for heaps of fun. Shoot anything!



Scrolling graphics bring non-stop baddies. Very hard.

VERDICT

When I first played Lawnmower Man I didn't like it, probably because I haven't seen the film so I didn't know what was going on. But after a while the game's grown on me – It's the first VR game on the Game Boy and considering the small screen it works well. There's plenty of action and shooting scenes, plus loads of sub-levels which are just as tricky as the SNES game. Considering the Game Boy's limitations, Storm have done a commendable job on Lawnmower Man. Very addictive, very difficult and very enjoyable.

AMANDA TIPPING

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

BLOOD DONORS REQUIRED.
GIVE GENEROUSLY.
BRAM STOKER'S
Dracula
MEGA DRIVE
MEGA-CD
Master System II
Game Gear
GAME BOY
ENTERTAINMENT SYSTEM
SUPER NINTENDO
PC
AMIGA
Based on the spine chilling movie.
This game will go straight for your jugular.
"Majorly moody graphics and some
brutally aggressive gaming".
Trenton Webb, editor of Nintendo Zone.
SONY
IMAGESOFT
On sale on video from
December 1st.
Game Screens are from Mega CD other formats vary. Bram Stoker's Dracula™ and
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PREVIEW

PC CD-ROM

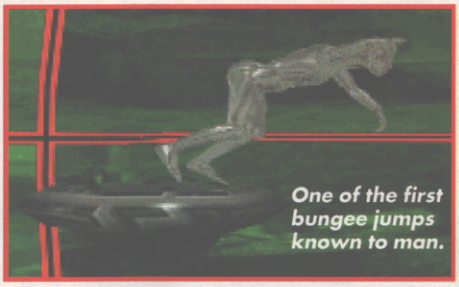
by STORM

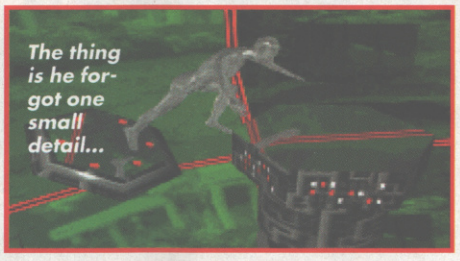
£TBA

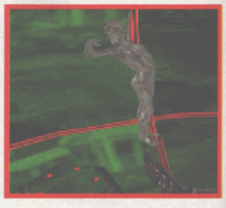
CHRISTMAS RELEASE

Stage of Development

90% Complete


One of the first bungee jumps known to man.


The thing is he forgot one small detail...



...the elastic. Luckily it's only virtual reality.

Could this be the pièce de résistance of the Lawnmower games?

THE LAWNMOWER MAN

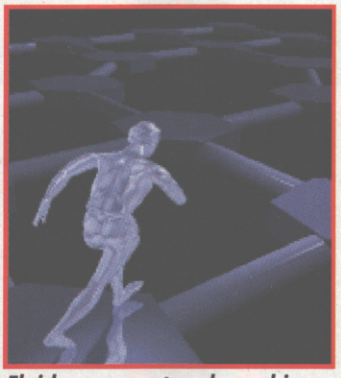
Lawnmower Man is soon to be available on CD-ROM! Although not completely finished yet (the programmers are in the process of piecing together the various sections of the game), we've managed to take a sneaky peek at the game – and it looks a bit of a blinder!

The plot is similar to that of the console and handheld versions, in that Jobe has become CyberJobe, having been rocketed into the world of virtual reality by scientist Dr Angelo, and is out to rule the world as some kind of god. You control Dr Angelo and have to enter the VR computer and hunt down CyberJobe by travelling through a number of different stages, tackling problems and battling virtual enemies as you go. Rescuing your friend Peter and his mother Carla is your first priority and, indeed, a must if you wish to take on CyberJobe.

Terminator

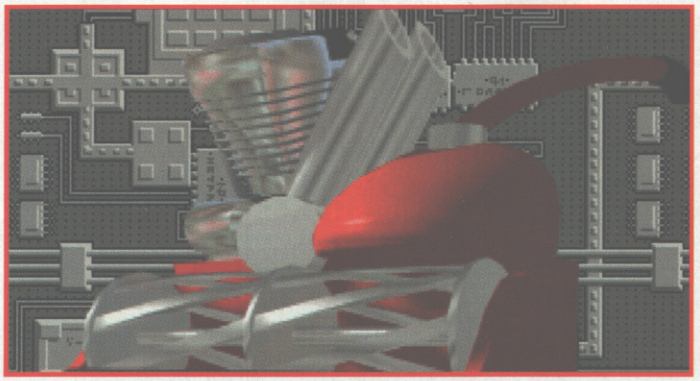
Jobe has copied a number of people from his memory and has set them off to attack you, so you have to be careful as you search for the two Cyberstasis Spheres which he has hidden somewhere within the virtual universe and inside which Peter and Carla are locked. Taking a look at the screenshots dotted around the page, you may well be impressed by the graphics in CD Lawnmower Man. But you really should see them move! Your virtual character looks incredible as he makes his way around the landscapes – not unlike the T-1000 from Terminator 2, in fact. And then there's the sound; Storm has got Steve Hillage of System 7 to create the soundtrack for the game, which sounds like a spaced-out house tune.

All in all, an audio-visual treat. As far as the gameplay is concerned, we'd prefer to reserve judgment until we review the game in a month or so, since they are still making tweaks as we go to press. So stay tuned!

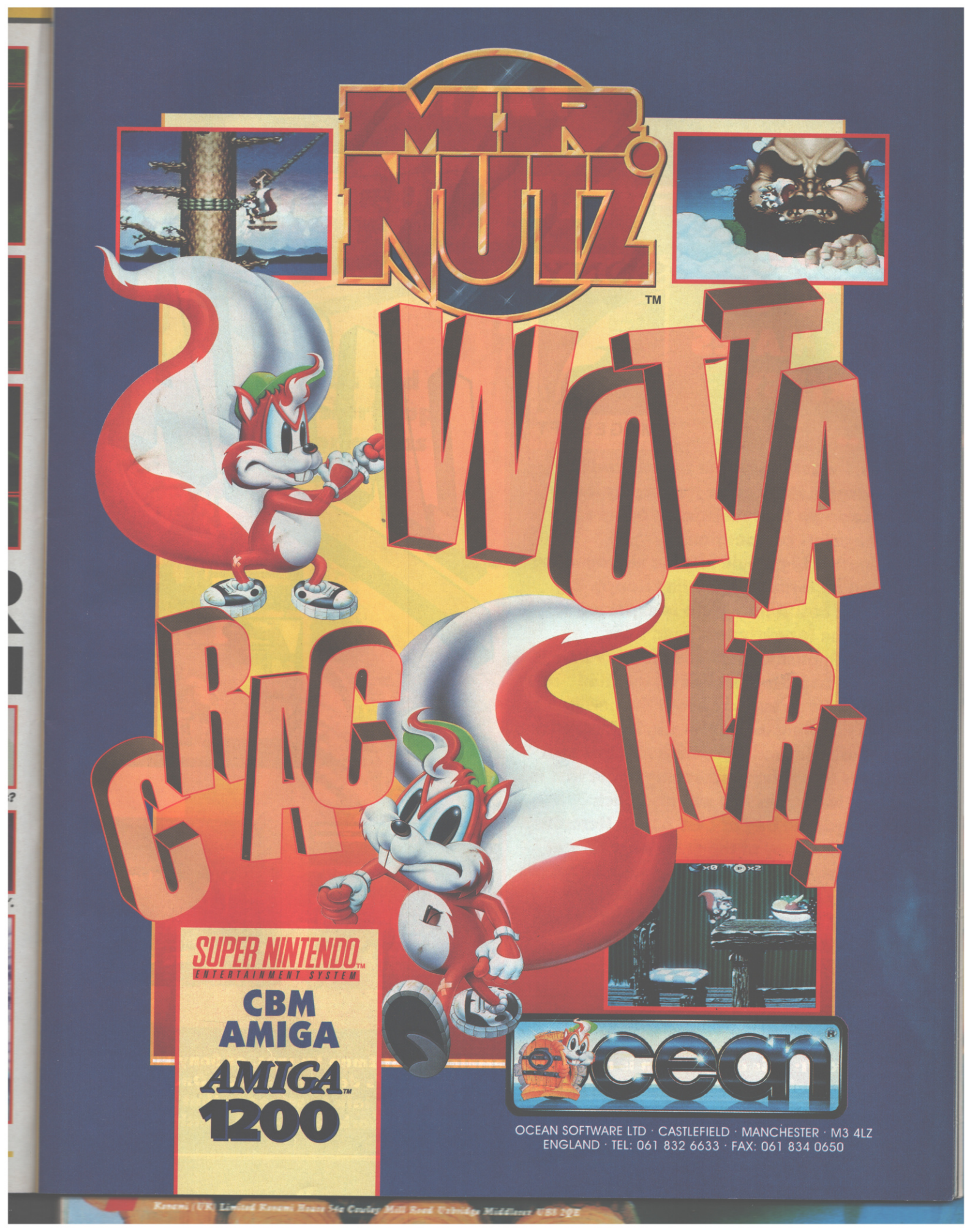

Fluid movement and graphics.

Quick quiz: are these bees or wasps?

Graphics that make you go 'blimey'.


As you can tell from this screenshot, the sound is going to be great.

LM on PC-CD is gonna be F.A.B.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COMPETITION TAKE OVER

WIN A PRIVATE SCREENING OF LAST ACT

FOR YOU AND 30 OF YOUR MATES COURTESY OF ...

SONY IMAGESOFT

Yes, indeed, woo your friends and become Mr Popular for the day if you scoop up the first prize in our great Sony Imagesoft competition.

Yet another big movie hits the videogaming screen on all formats, including floppy. Big Arnie's The Last Action Hero is expected to be THE game for early next year. Sony Electronic Publishing reckons the conversions will be just as action packed as the film!

In fact Sony is so excited about the new game that it is throwing it away to one lucky reader who will be whisked away on a minibus with 30 friends to a private screening of the film in London. Five runners up will also each receive a goodie bag of Last Action Hero CDs, T-shirts and a copy of the game on a format of their choice.

Wow! I hear you hollor. You've got to admit it's a pretty good prize. And if you don't have 30 friends then you are pretty sad. And you could always call us up here at CVG cos we'd be only too happy to fill those empty places!

On route to the cinema you may bump into some trouble...

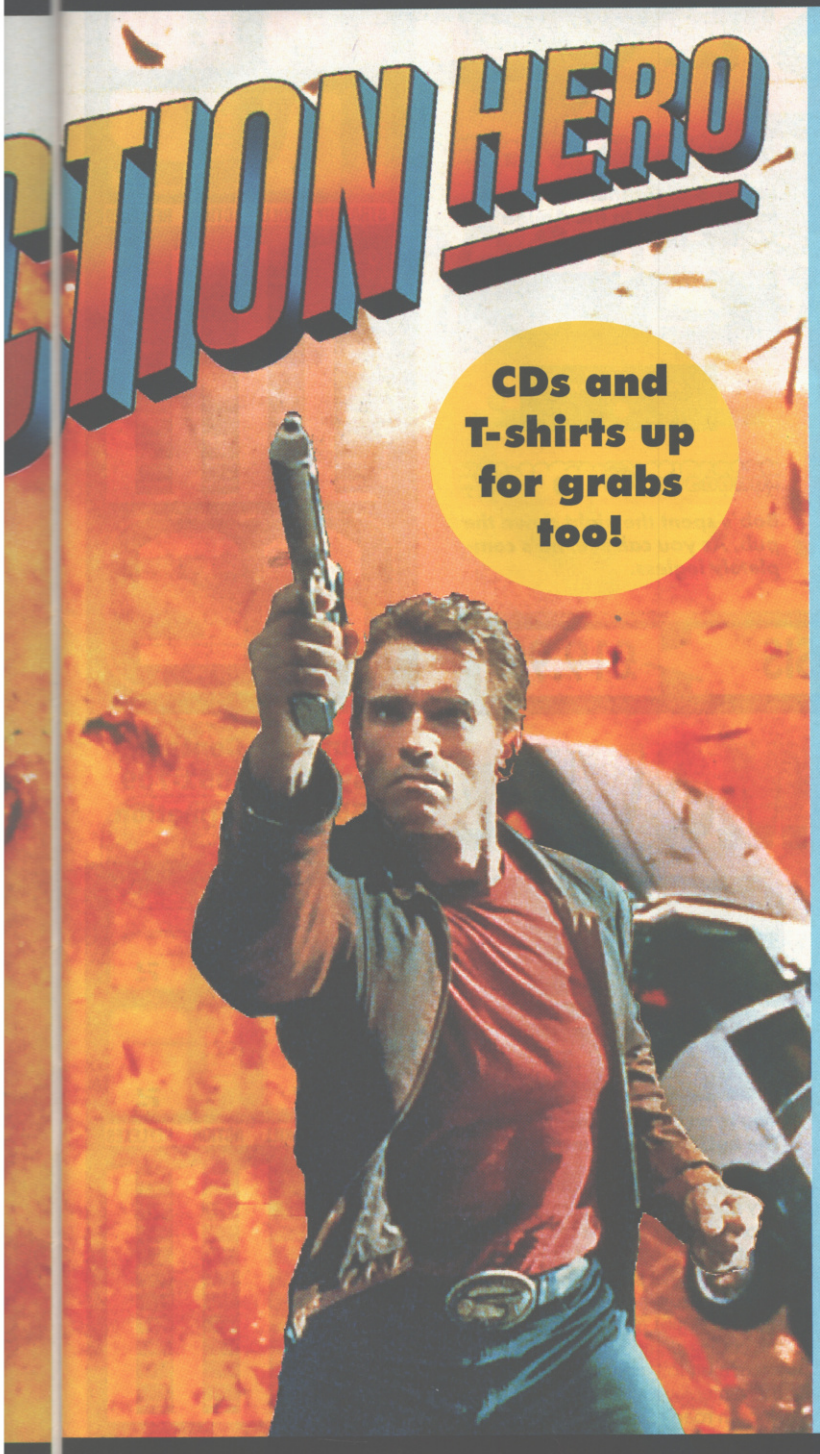
..So it's worth having your mates with you to give you a hand.

Then you'll get to this lovely cinema trouble free.

SMALL PRINT: This competition is not open to employees of Emap Images, or Sony Electronic Publishing, their families, dogs, cats and budgies. The editor's decision is final. One last thing, please do not ring up to see if you have won. If you need to talk to someone that badly why not contact the Samaritans instead of bothering us hard-working (? —Ed) bunch of folk.

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

THE CINEMA!



You can be a hero for a day by taking all your mates to a special cinema showing.

All you have to do is answer three simple Last-Action Hero related questions and a little tie-breaker just so it makes our job more fun when we read the entries. Ha ha! So get those minds ticking over and draft up your party list as you could be on your way to London!

1. Who played the role of Jack Slater in the movie?
2. Who played Arnold Schwarzenegger's twin in the film of the same name?
3. What other blockbuster movie starring Sly Stallone is Sony currently converting into a game?

And now for the tricky part. In no more than 15 words squashed on the back of an envelope or postcard please complete the following sentence in an original and amusing way:

IF I HAD BIG MUSCLES LIKE ARNIE I WOULD...

Send your hysterical entries to IF I DON'T WIN I'LL BE BACK, CVG, Priory Court, 30-32 Farringdon Lane, London EC13AU. Please make sure your entry reaches us by the 14 January otherwise you'll get nowt. Goodbye and Good luck!

BOB'S BAD DAY

Out now. Contact Psygnosis (051-709 5755) for information.

The weirdest game yet arrives on the Amiga. And it's from Psygnosis

Is it me or has anyone else noticed the increase in ball-related games? I blame the C64 classic Bounder. Since then we've had Putty, Morph, Blob and, er, Jimmy White's Whirlwind Snooker. Perhaps it is just me, then. Moving on...

In Bob's Bad Day you play Bob, who is transformed into a ball and to recover his legs he has to roll through 100 mazes collecting coins and bonuses along the way.

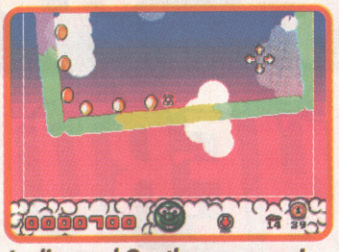
This is one of the weirdest game concepts ever. You have to rotate the maze around Bob so that he rolls in the direction you want. There are loads of gravity-affecting icons which alter the way Bob moves. Cogs are strategically placed which, when touched, deplete Bob's coin supply. Lose all your coins and it's a life lost for you, (shades of Sonic, perhaps?).

Amiga Mode 7

The real-time sprite rotation in BBD has been heralded as the Amiga equivalent of the SNES' Mode 7. It isn't as impressive, but it's smooth and inoffensive. But it's not the graphics that make BBD, it's the playability – Bob moves realistically and the difficulty level is well judged. If you're after a game that's a little bit different, give it a go.

Simon Byron

Roll, roll, roll your Bob, gently round the maze. Merrily, merrily...



Ladies and Gentlemen, may I introduce you to the Amiga Mode 7. Except it's not.

Bob's spent the night down the pub. As you can see, he's completely legless.

AMIGA ▸ by PSYGNOSIS ▸ £19.99

PRIME MOVER

Out Now. Contact Psygnosis (051-709 5755) for information.

Polish up your helmet because Psyggy's new bike game is here!

Amiga owners are lucky enough to have the best motorbike racing game ever on their machine, namely No Second Prize. And now, thanks to Psygnosis, they have what is without doubt the most mediocre – Prime Mover.

The game offers you the chance to compete against a host of computer-controlled rivals in a grand round-the-world tournament. You have five bikes at your disposal, each with differing top speeds and acceleration rates, the idea being to pick the one best suited to the current course (not that I noticed much difference between them).

Quit and go play something else.

Crash and you're subjected to some naff sound effects.

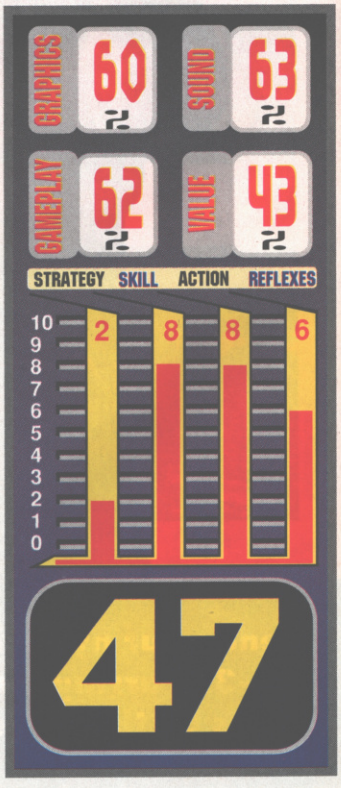
You're on a motorbike – but where the heck are the handlebars?

Slow mover

Psygnosis claims that Prime Mover is (and I quote) "the smoothest, most realistic arcade motorcycle game ever." Well, yes, it's smooth alright, very smooth indeed, but that's hardly surprising given that the trackside is emptier than John Major's head. Whoo! Feel that speed rush! Or don't.

Prime Mover is technically very slick, no doubt about it, but if only the coding demons behind it had spent a bit longer adding sparkle to the gameplay rather than that oh-so-smooth road routine this might have been a game worth buying. As it stands, it ain't.

David Upchurch



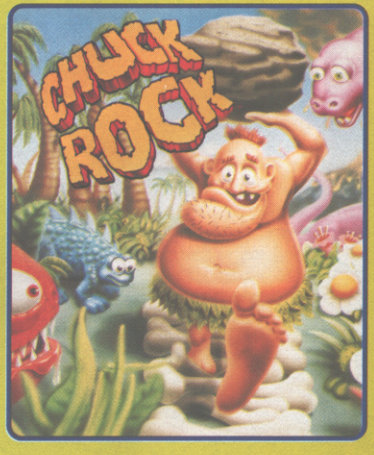
AMIGA ▸ by PSYGNOSIS ▸ £25.99

Chuck Rock is a trademark of Core Design Ltd.

TO BE THIS FAT TAKES AGES

89% NMS

VIDEO GAMING'S BEST LOVED HERO BELLY-BUTTS AND ROCK-TOSSES HIS WAY THROUGH FIVE PREHISTORIC WORLDS.



MEGA-CD

GAME BOY

SUPER NINTENDO

SONY IMAGESOFT

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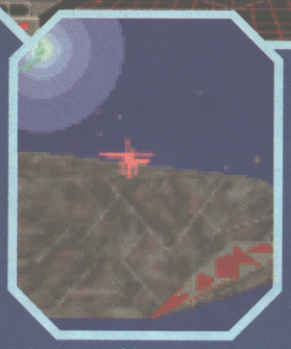
Out November. Contact Gametek (0753 553445) for information.

FRONTIER ELITE 2

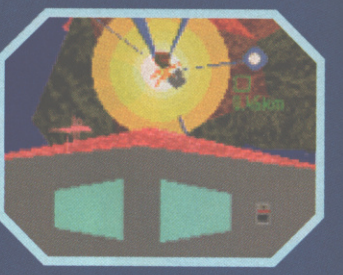
The longest awaited sequel ever is finally here, but is it really as good as Elite?



Coming out of hyperspace feels like riding a roller coaster after a night on the town. Bleurgh!

Elite is the grand-daddy of all space sims, and although a lot of games have tried to better it, none have succeeded. Until now, that is. Frontier is a game of space trading, combat and subterfuge, set in a galaxy where two empires are locked in a cold war. Want to be a fat cat stockbroker? You got it. A military spy? You got it. A ruthless assassin? You got it. Or the meanest taxi driver in the universe? No problem. Whatever you want out of this game, it's yours, so get into your spaceship and fly the not so friendly skies.

So what's so great about Frontier? We've been waiting five years for the darned thing, it can't really be that good, can it? Well yes, it can, actually.



Why not try mining? Fly up to an asteroid and blow it to bits.

So much to do, so much to see

The first thing which hits you about this game is the sheer scale of it all. Frontier takes in a galaxy which contains 200,000,000,000 (count 'em) star systems, each with between one and 20 planets. That's a whole lot of space to explore. More importantly, there is so much to do as well. You aren't limited to carrying out missions in a certain order, because you have the freedom to go out and do whatever takes your fancy.

Some things never change. Just fly up to a space station, open up and then smoke the coppers as they come out of the dock. Pure nostalgia.

Back in the old days (Elite), if you saw one of these babies you kept out of the way, 'cos Vipers were police ships. Now you can fly one yourself.

VERDICT

What more can you want? There's so much to see and do that it could keep you going for years. Even better, the game comes on only two disks, and can be played from the floppy drive. The graphics and sound are excellent, but this is only the icing on the cake because the gameplay is so good. If you're the violent type and want to spend your game blowing people away, you can do just that, but if you'd rather play it safe and stay out of trouble, that's fine too. There really is something for everyone here.

PAUL RAND

VERDICT

The world and his wife knows of the Elite phenomenon, and everyone's been waiting for Braben's sequel. Now it's here, and what an incredible game it is! Frontier is an immense piece of software: graphically gorgeous, with ultra-fast moving, excellently defined ships. Sound is terrific and gameplay is frankly unrivalled on the PC. One of, if not the biggest games ever, Frontier is a title that will make the rest of your software collection obsolete.

AMANDA TIPPING

Jobs for the boys

Like the original Elite, this game is based on trading (buy goods cheap in one place, then fly to another and sell them at a profit), and that's just what you have to do to build up your cash at the beginning of the game. Beyond that, it's up to you. You could get yourself a career in the military (either on the side of the good Federation or the evil, slave-trading Empire), become an explorer, turn to piracy, do a bit of mining or convert your ship into a passenger vehicle and ferry people around the galaxy for lots of dosh. The possibilities are endless.

But is size everything?

True, a small, interesting game is better than a big, dull one, but Frontier more than matches its mind-blowing size with gameplay. Having said that, it does take a while to get into. At the start of the game you have a very basic ship, and until you've got the hang of the controls, it's all too easy to get shot out of the sky by enemy traders. Once you've got the hang of it, though, you're in for a treat.

The basic idea behind the game is to make money, and money buys you all sorts of handy equipment to bolt on to your ship. Unlike Elite, you can even buy a whole new ship. Yes, you're still able to fly the trusty old Cobra Mk III from the original game, but if you're serious about specialising in a certain field, you'll need to go out and get something a bit more appropriate. If you want to make a go of it as a trader, you'll need to get yourself a mother huge cargo ship, but if you aim to be an assassin or military troubleshooter, it's advisable to get yourself something small and fast with plenty of firepower.

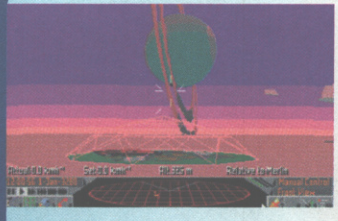
Excellent texture mapping! The improved graphic style is one thing Frontier has over its predecessor.

Your old fave, the Cobra MK III, seen here on planet Earth.

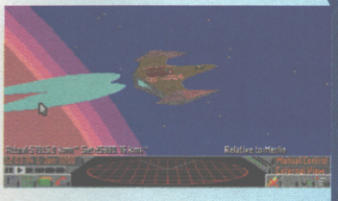
Mission impossible

One of the biggest criticisms of Elite was the fact that it was a bit lacking in the mission department. That's not true of Frontier. Every time you land at a space station or on a planet, you can log-on to a bulletin board and read through all the missions available. Most of these tend to involve ferrying people around the galaxy, though you'll find assassinations, offers to buy your black market goodies and the chance to contact the military and carry out jobs for them. Every mission earns you money, but a lot of them could also earn you a hole in the head. Flying someone to another planet may seem straightforward enough, but if the Mafia wants that person dead, they'll come after you with all guns blazing.

GIS A LITE

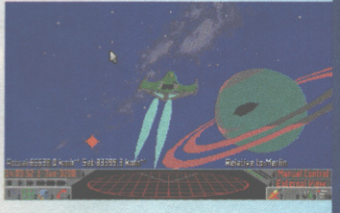


1. This is where you start: Merlin in the Ross 154 system. Pretty, innit?

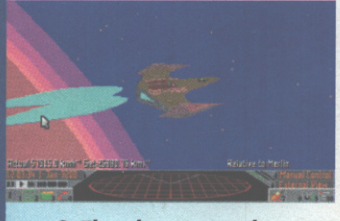


4. You've got your meat, you've got your fuel, so now it's time to head for space.

2. Check up on the planet you wish to trade with – they may be less than friendly.



5. The Eagle is a good little fighter, but watch out for those pirate bullies.



3. Then buy as much as you can on the stockmarket. You don't have much money at first.

6. Oops! Too late. Someone took a liking to your cargo and blew you away. Back to the drawing board. Sigh.

PC

PROS: Gameplay, graphics and sound are all first rate. It's immense!

CONS: It's not the easiest game to get into.

GRAPHICS — Stunning with the detail on full, but if you have a slower PC you don't lose too much. **92%**

SOUND — Smart! The music is great, and you can turn off individual tunes if you don't like them. **95%**

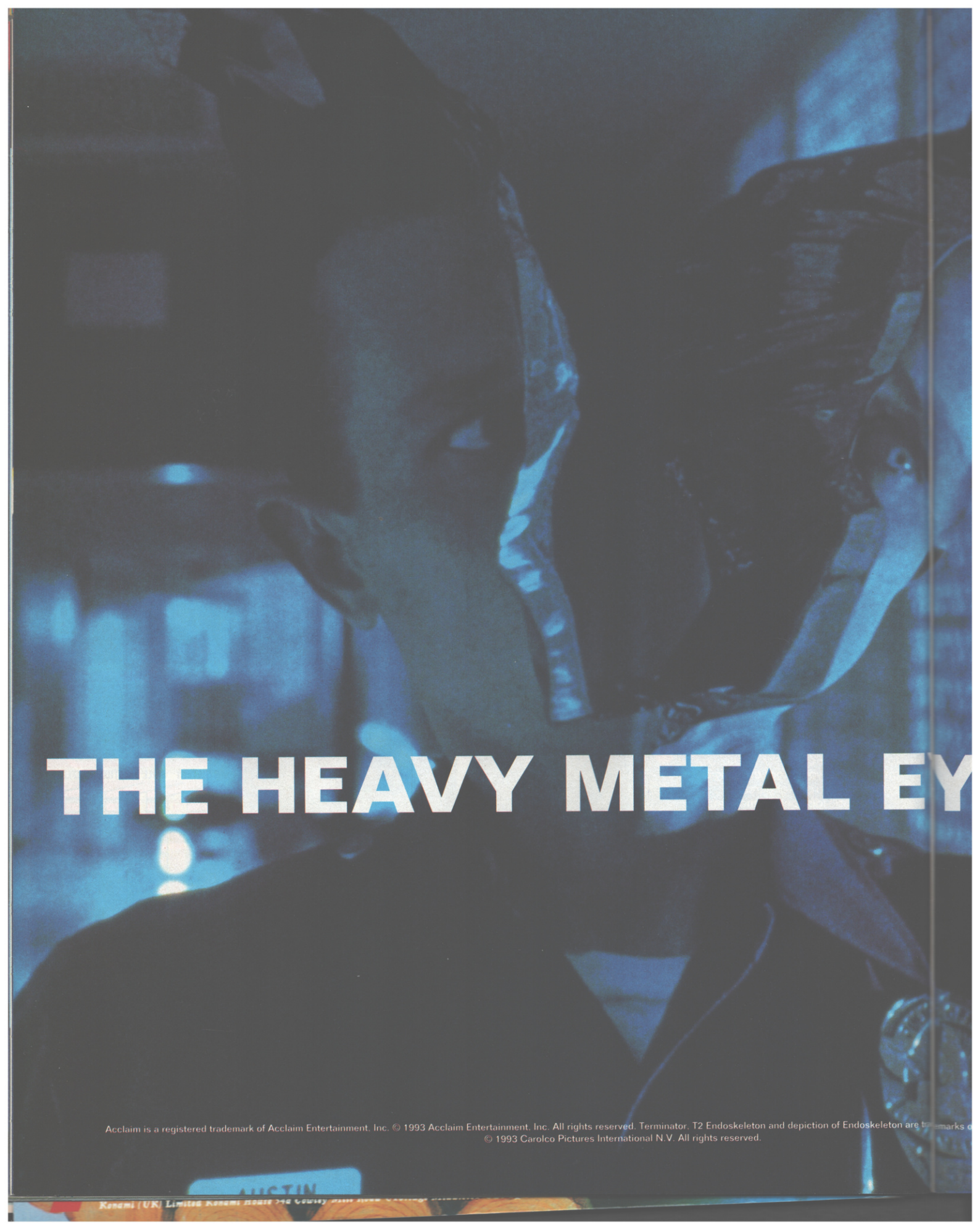
GAMEPLAY — Lots of freedom to do what you want, and plenty of variety throughout. **97%**

VALUE — There are cheaper games around, but this one will keep you entertained forever. **96%**

STRATEGY	SKILL	ACTION	REFLEXES
9	9	9	9

MISS OK HIT!

96



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REVIEW

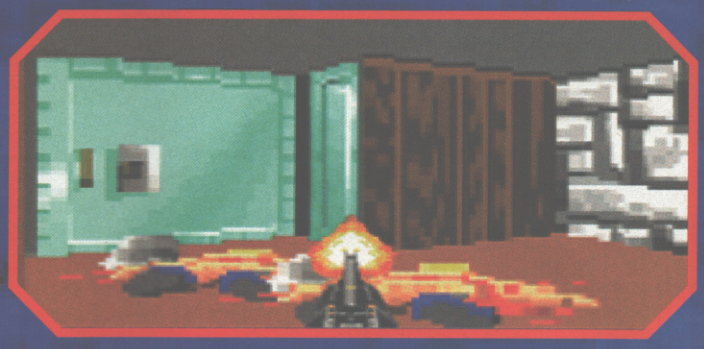
SNES | by IMAGINEER | £TBA

Out January. Contact Imagineer (0322 292513) for more information.

Wolfenstein 3D

Oh dear! It's the big boss. Run!

Hey, it's evil but we love to kill people. It's the only way to play this.



Plenty of gore and blood in your beat-'em-ups, sir? You got it!

If there's one thing which has annoyed SNES owners of Mortal Kombat (judging by your calls) it's the lack of gore and blood. Well, Wolfenstein 3D is the bloodiest SNES game ever. When you shoot someone a fountain of blood splats out, they fall to the ground and a puddle of blood surrounds them. We couldn't believe it - but we like it. Unfortunately, as we are going to press we are told that the blood may be taken out.

Brilliant! A secret room with health, ammo and a weapon!

Pump up the lead

Set in a HUGE maze you rush around a succession of six levels, searching each floor for that elusive lift which will take you to the next floor. Enemies are abundant and a simple tactic is to listen for them. When you approach a door don't open it immediately, listen and if you hear any noises you can bet that there'll be a soldier waiting to pump you full of lead on the other side.

Initially, you have a feeble hand gun, which is good but can take a few shots to kill people. As you progress you will find a satisfying selection of better guns, the best of which is a chain machine gun. Blasting like Rambo will waste more than a few bullets, particularly with those hefty weapons, so it's vital to top up your ammo before you loose your weapon. You do this by scavenging the supplies dropped when you blast a soldier.

The Chain-Gun is devastating!

Clever dicks

Easy? Not exactly, you see the enemy can get clever and attack you from all directions, so it's vital to learn where you can find food or a first-aid kit.

The mazes become more complex, with heaps of doors and routes and you start meeting tougher, better armed guards, and occasionally you encounter a boss-type figure. Worse still, some doors get locked so you have to start finding keys and health which get hidden in secret rooms.

As you can imagine, it's easy to get lost. But wait a second. All those dead bodies and blood act like a trail showing you where you've been. Other hints include the paintings which lie around, but for variety's sake, different sectors have different themes; some are bland and dungeon like, while others are more grand and occupied with ornaments and paintings.

Three difficulty levels control the intensity of assaults on your life. Unfortunately, you don't seem to get any more health items on harder settings so it all becomes a matter of learning the routes. To help you out, you get access to a self-mapping chart which shows anywhere you've already been.

Violence has never felt this good.

Nice sampled speech makes the effect even more realistic!

The dog gets it in the mouth. That should shut him up good.

VERDICT

At first Wolfenstein seems very shallow, just mindless carnage. After a few levels though, you start to notice an element of strategy, in other words, you start to use your brain to find and unlock doors, discover hidden passages and balance your resources. This is good but you never really get involved, so its appeal will fade quickly, even though technically, it spits over the 3D sections of Jurassic Park with its fast and full-screen graphics. It's a big game and a solid conversion off the PC. Let's hope Nintendo doesn't take the gore out.

DENIZ AHMET

White knuckle action adventure – based on Stallone's blockbuster movie – Uzi toting thugs, rock slides and avalanches are just some of the challenges you face.

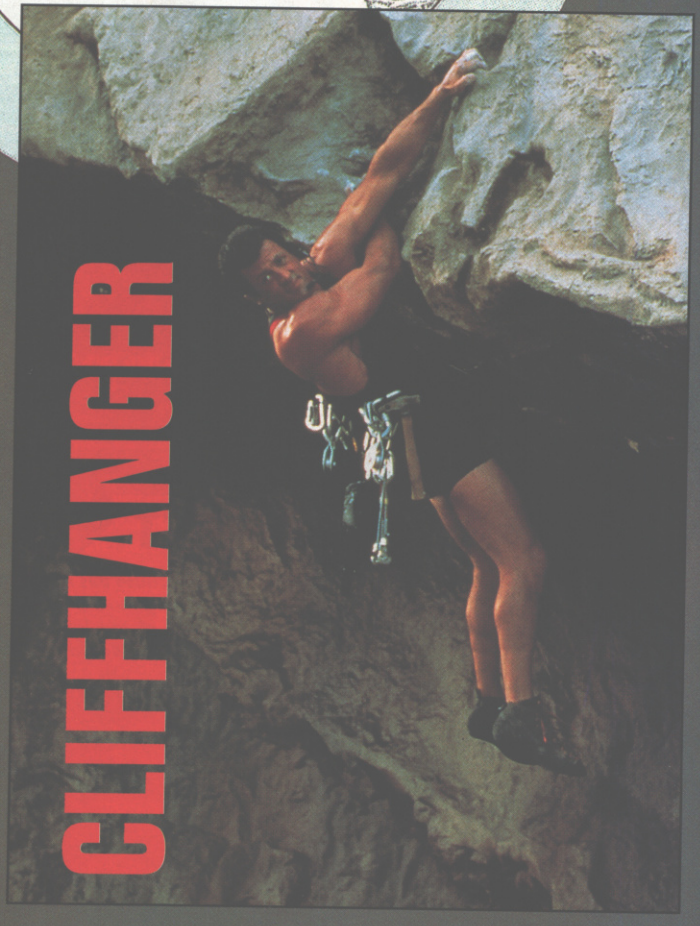
"...as action packed as the movie".
Frank O'Connor, editor of Total

SONY IMAGESOFT

GAME BOY

SUPER NINTENDO

AMIGA



CLIFFHANGER

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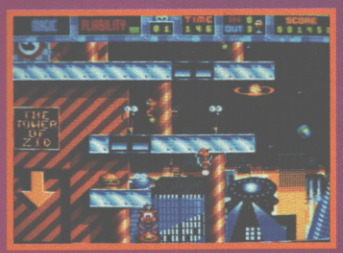
Available to rent on video from December 22

REVIEW

SNES | by SYSTEM 3 | £49.99

Out now. Contact System 3 (081-864 8212) for more information.

SUPER PUTTY



You've heard of pigs in space, but what about pigs on space hoppers?

Cute, pliable, funny and versatile – and that's just our reviewer!

Remember when everyone was going potty over Putty. Well if you thought those days were over then you were wrong. This blob of plasticine is on everyone's lips at the moment. (Well, not literally otherwise they would look pretty stupid).

If ever there was a versatile character then Super Putty is him. Straight from the Tower of Zid on Putty Moon, the squidgy plasticine adventurer has to travel through six levels and 20 worlds of the looniest universe to free his robot friends and put them back on their flying saucer..

Super Putty can bounce, squash, stretch, splatter, punch, inflate, melt and even absorb enemies. Is there no end to the wonders of modern heroes?

The game starts off on a training level at the gym and then progresses to Putty Moon, Dazzledaze, Villas and Technofear.

Who needs plasticine?

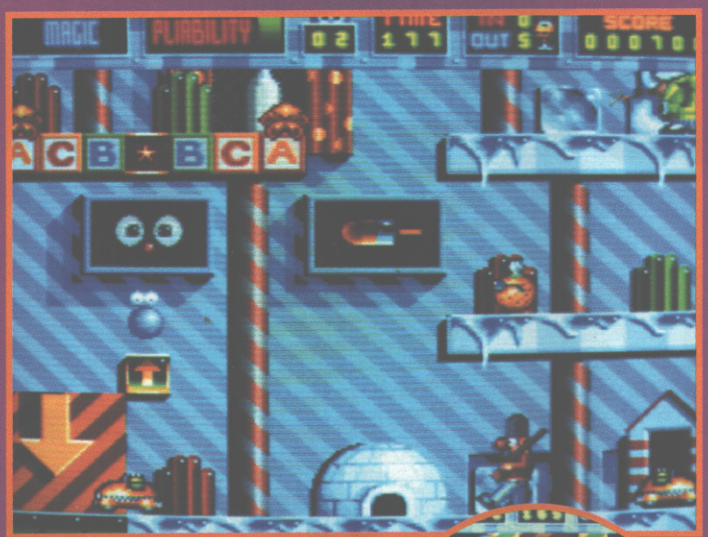
The game is essentially platform and there are various tricks Super Putty can do to speed himself along. These come in food form, which provide Super Putty with energy when they are eaten. There is the Terminator carrot, complete with sunglasses and leather jacket, bouncing mushrooms, sausages and beans, pigs on space hoppers, rabbits, lethal pip spitting oranges, and chickens which lay strange eggs which turn into exploding sumo wrestlers.

The attention and time given to create such excellent graphics has certainly paid off, with clever breaks in the game showing the robots on their space saucer queuing up for drinks at a bar, as well as Uncle Ted, the mad magician, who helps Putty on his way by freezing his enemies and turning them into temporary dancing lightbulbs.

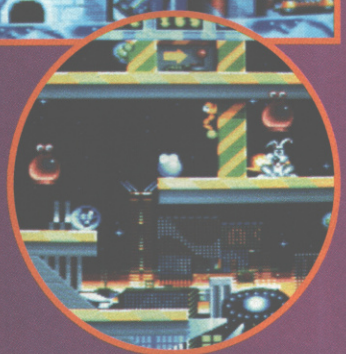
If you think after all that that this is a simple game then what's wrong with you, idiot? With so much going on on the screen there's no time to hesitate. And with the horrible Dweasel laughing at your every mistake and trying to lure you into traps then you've got to keep your wits about you.

Sixties groovers

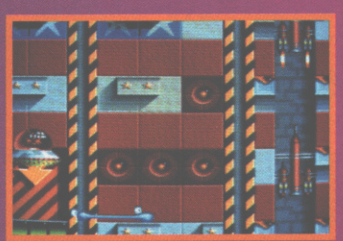
Finally for all you sad old cronies, who secretly play on your children's SNES after they have gone to bed, you'll delight in the soundtrack, which is a mixture of hits from the 1960s. Boogie on down.



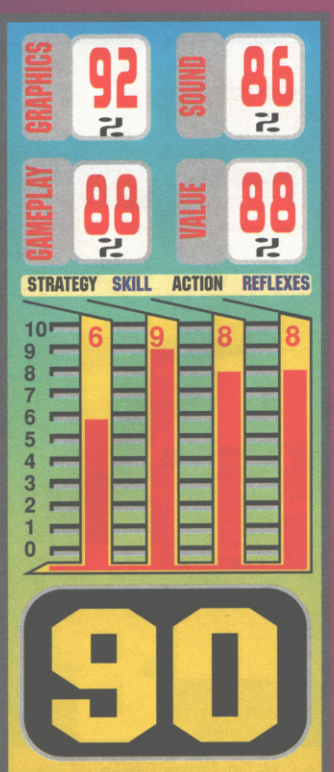
Uh oh, watch out for the orange Putty before he splats you.



This blob of blue Putty is really going places.



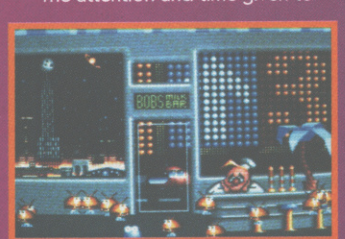
Putty does some stretching.



VERDICT

Move over Mario, because this is no ordinary piece of plasticine! Super Putty has personality, panache and all the style that most game heroes don't. There's plenty of top laughs in this top style game which is packed with action and has some great graphics to go with it. How can you resist it? It's really entertaining watching Super Putty hiccup when he eats all the vegetables and it's so much fun looking at all the other silly animals and vegetables (but no minerals!) I can't find any major faults with the game. See for yourself.

AMANDA TIPPING



The rescued robots celebrate.

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2YE

REVIEW

MEGA DRIVE | by SEGA | £49.99

Out December. Contact Sega (071-373 3000) for information.

ALADDIN

Join the boy in the baggies in Sega's Arabian adventure!

The archetypal baggy trousers boy, Aladdin, is the swashbuckling hero in this swish platform licence from Virgin. The young arab's objective is to fight his way through the animated badlands of Agrabah in search of themagic lamp; and very good the whole thing looks too

Genie-al

Top marks have to go to the animators for the superb effects in this game version of the award-winning Disney blockbuster. Unfortunately for panto fans there's no Widow Twankey or Wishey Washey here to help little Aladdin on his way, although there are plenty of sword waving and knife throwing baddies who are quite comical as they grin slyly, enticing our hero to come fight with them. They are part of the gang organised by the sultan's wicked adviser, Jafar, who is also trekking across desert-strewn landscapes to find the mythical lamp, home of the big, blue genie.

Enter the Cave of Wonder to climb fountains, dodge falling rocks and avoid horrible fish.

Use apples as hand grenades to kill the baddies.

Grab the flutes and you'll find a magic rope to transport you to higher rooftops.

Sweat it out in the desert as you hunt the scarab.

where you have to flee from large, rolling balls of flame, Indiana Jones-style. Once you've made the escape there's no time to rest since it's off to the Sultan's Castle for another showdown, but it's not until Aladdin reaches Jafar's Palace for the final level that can you really see an end to this sparkling platformer. And not a large, beaten boxer in sight.

BONUS

It's pot luck to see if you'll win apples, diamonds or extra lves – or lose everything.

BARTER

Barter for extra lives and health by selling your jewels.

Genie-us

Aladdin is a tricky game, and it does become very difficult on the later levels, but the early stages should be familiar to platform fans as you basically have to leap ledges, skip across gaping rooftops, somersault off flagpoles and climb magical ropes to reach higher platforms. There are various collectables along the way – apples can be used to throw at Jafar's henchmen, but if you throw them at knife jugglers they just end up as apple strudel. Also, try and pick up as many jewels as you can because you can use them to barter later on for extra lives, and blue hearts give you extra health.

Genie-va

There are only nine levels, but this isn't surprising considering the amount of animation and comic touches that Virgin has packed into each level. The first stage sees Aladdin scuttling through Agrabah market, then it's on to the desert; the rooftops of the city; dodging the spikes in the dungeons of the Sultan's Dungeon and the Cave of Wonders. Then it's The Escape level

VERDICT

Even though Mega Drive owners are spoilt for platform choice, Aladdin just looks so good and plays so well that these factors alone should see it do well. Unfortunately though, it's easy to complete – if you got the game for Christmas you'll need something else to occupy you by New Year's Eve. However moving platforms, magic carpets, ropes and high wires all provide the perfect ingredients for a great game while it lasts. Like Disney's cartoons, Aladdin on Mega Drive is lots of fun but perhaps suitable only to young children. But it does look lovely.

AMANDA TIPPING

80

Out now: Contact Ocean (061-832 6633) for more information.

TFX

Possibly the best and most accurate flight sim this year. Could be...

It could be a Tuesday or possibly a Wednesday, but it's sometime in the future. A future where civil wars still rage across the globe, from Somalia to Libya and from the former Yugoslavia to Colombia. After years of pointless talking, the UN has pulled its finger out and started the military ball rolling. Yes it's blue hats time because in TFX you take on the role of a top UN pilot, flying fast jets, escorting Hercules transports and bombing suspected drug factories. Whatever the call and whatever the weather the fate of the world is in your slightly sweaty hands.

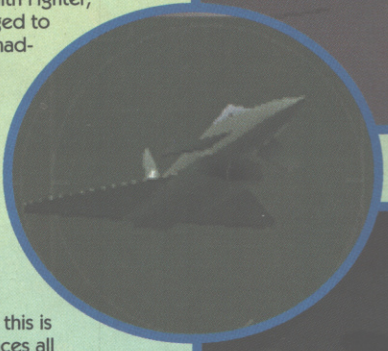
Dacka dacka

OK so it's another flight sim (you know taking off, flying from A to B, bombing target X and Y and going home, that sort of thing) but why is TFX special? Well, although the screenshots run heavily into shades of drab green and grubby grey, don't be put off because TFX moves and flies magnificently. It has to be seen to be truly appreciated, because watching TFX is like watching a movie where you can zoom low over downtown Tripoli, buzz Port Stanley, dodge A-A fire over Sarejevo and dogfight with MiGs.

The tremendously sleek European Fighter Aircraft (EFA).

Top gun?

But what's new? If you think that TFX looks like just another flight sim hold that thought because you're utterly and hugely wrong. In TFX not only do you get to fly three shiny new aircraft, namely the European Fighter Aircraft (EFA), the F-22 Superstar and the F-117 Stealth Fighter, DID has also managed to cram in Gouraud shading, texture mapping, military spec flight models, a padlock view, fast 3D polygons and serious gameplay on a variety of levels. Look 'comprehensive' up in the dictionary and it'll say 'See TFX', because this is a game that embraces all flight genre styles. The game structure reflects by offering you six very different game options namely: Arcade, Training, Simulator, Tour of Duty, Flash Points and UN Commander.



Check out that Gouraud shading, see how the UN logo has been texture mapped onto the tail.

No guns and it looks ugly, but the F117A Stealth Fighter is built for, er, stealth.

I just wanna kill

TFX is so easy to use you can be up in the air within a few minutes, barrel rolling, diving and shooting as if you had been born in the cockpit. If you

Dogfight your little heart out in the F22 Superstar.

VERDICT

TFX is absolutely superb. Like the Aces series you can tailor your flight model and for die-hard flight simmers you have realistic flight models and accurately rendered 3D environments. It's fast, good-looking and fun and when I first saw it my jaw dropped so far it took me 15 minutes to find it again. I strongly believe that it is the best flight sim I have seen this year; Gouraud shading, fast 3D environment graphics, realistic flight models, the works. Put TFX in the sky against Falcon 3.0 and in my humble opinion, Falcon 3.0 is toast!

PAUL RAND

VERDICT

Wow. If TFX is the shape of things to come then I want to work for DID. This game sets new standards in graphics, presentation and user-friendliness. It's a great flight simulator package and my only gripe is that it doesn't have a modem option so I can shoot my friends up. You're going to need a really fast computer to do it justice however, and although you can adjust the detail levels I'd say nothing less than a 486 will do the job properly. If Inferno is half as good as TFX is we're all in for a real treat.

DENIZ AHMET

fancy a duck-shoot the TFX Arcade option offers you no-frills shoot-'em action, while at the other end of the scale, UN Commander enables you to design and fly your own missions. Best of all is Flash Points, a campaign option that incorporates various 'soap opera' style features including cutscenes, mission briefings, UN television reports and thrilling WNN news bulletins.

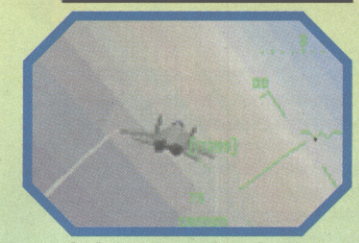
Tailored G-forces

If you're a fan of high-tec flying DID claims the flight models are highly accurate, modelled using USAF methods to include wave drag, roll inertia and lots of other things us mere mortals wouldn't understand without an aeronautics degree. But, if you're not a die-hard enthusiast and you and Mr Realism have never really got along, TFX allows you to tailor your flight model from easy arcade mode to full military spec.

Good looking

What really makes TFX stand out from the crowd is its fast and accurate 3D graphics technology. The graphic detail is quite superb, proving that if you have a good 3D engine you don't have to sacrifice detail for variety. TFX has the most realistic gaming world I've ever seen. All the major cities, towns, rivers, hills and mountains are in their correct and proper geographical location. In fact a total of one million square kilometres (equivalent to 20 per cent of the Earth's surface) has been carefully mapped by the DID team.

Fill her up please and don't forget the free crystal decanter and the six tumblers.



Dogfighting over the Libyan desert. Swing left, swing right and then fire.

Break left!

Like Strike Commander TFX has terrific music and sound and like Tornado it has a 'target rich environment' and loads of ground detail. TFX also boasts digitised speech and a built-in speech synthesiser and is possibly the best all-round flight sim on the market.

GUESS WHO'S ABOUT TO BE RELEASED

?

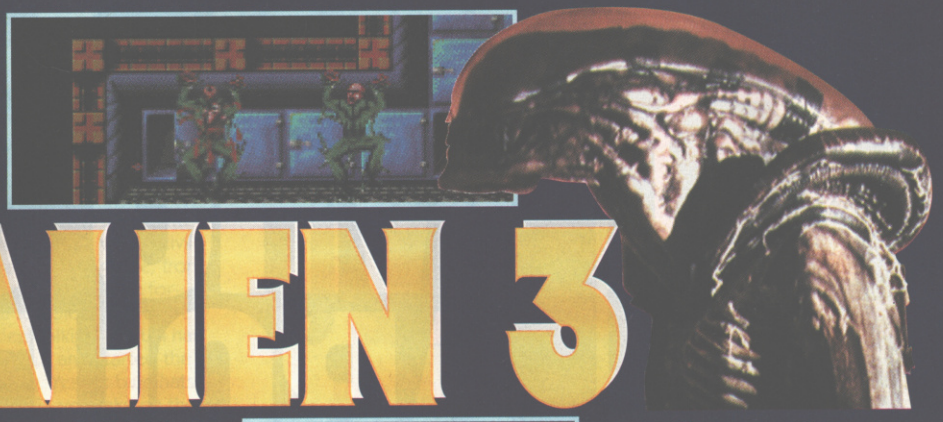
GREMLIN®

Konami (UK) Limited Konami House 54a Cowley Mill Road

REVIEW

AMIGA ▸ by ACCLAIM ▸ £25.99

Out now. Contact Acclaim (071-344 5000) for information.



Uggh, what did he have for breakfast?

ALIEN 3

In space no-one can hear you complain about movie-to-computer game licences

If you think it can be a nightmare living on earth, then spare a thought for tough girl Ellen Ripley; admittedly she doesn't have to do any maths homework or cope with Monday morning traffic on the M25 en route to work, but she does have to contend with eight-feet tall, acid-spitting aliens with razor sharp teeth getting in her way.

Haircut

Not content at simply surviving her spaceship crash on the penal planet Fiorina, Ripley feels obliged to save all the prisoners in the platoon who have been captured and glued to alien eggs in the colony. Armed with an arsenal of weapons including a flamethrower, pulse rifle, grenades and grenade launcher, as well as a rather frightening Sinead O' Connor-style haircut (only shorter), she sets out to totally destroy her old alien adversaries.

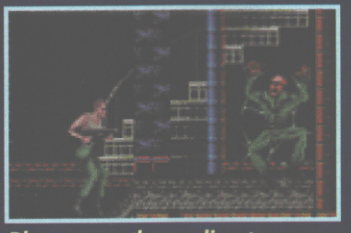
It's too late crying for help now.

There are 14 difficult levels, which commence in the penitentiary and lead to the hospital, abbatoir and cell block, and all are set against the clock, making it a real race against time to rescue the prisoners. If you fail you get the unfortunate opportunity of seeing the aliens doing their usual belly-bursting trick out of the stomachs of the remaining prisoners. Mmm, how tasteful.

Watch out for the unwanted wall hanging lurking in the background.

Guns galore

By this stage of the review you've probably worked out that Alien 3 the game has little resemblance to Alien 3 the film – fact fans will recall that the planet Fiorina didn't actually have any weapons on it for starters. This, however, does not mean that the game's no good, because there is plenty to encourage you through this action-packed blast.



Blast away those alien-type space things to rescue those poor men.

Taking on the role of Ripley you have to crawl through underground bunkers dripping with slime, leap across moving platforms, scale pipes and clamber up and down ladders and steep ramps to reach and rescue the prisoners. Security doors have to be opened by operating the controls at the side – these are especially good for trapping aliens in.

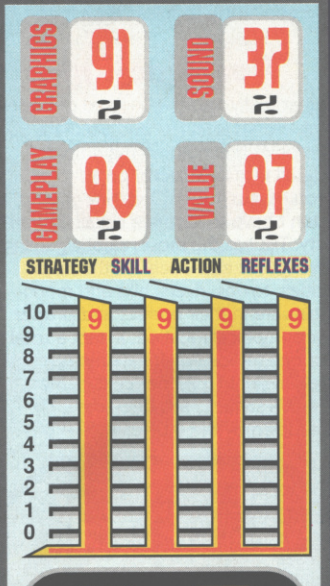
WEAPONS

Grenade launcher. *Very powerful as you can destroy the aliens with it before they reach you.*

Pulse rifle. *A sure-fire way to blast away the aliens, although it eats up huge ammounts of ammo. It can shoot in all directions, which is handy.*

Flame throwers. *The aliens hate fire so this is a powerful weapon to use on the creatures that are guarding the prisoners.*

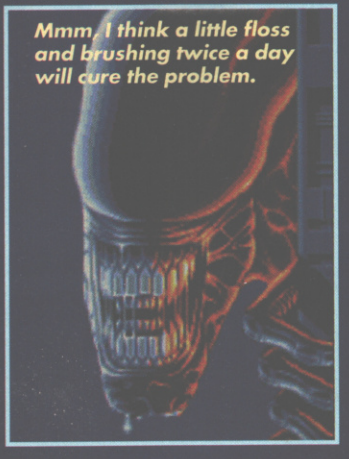
Hand grenades. *Powerful deterrent against aliens in shafts and ramps. Don't explode immediately but they provide a good response when they do.*



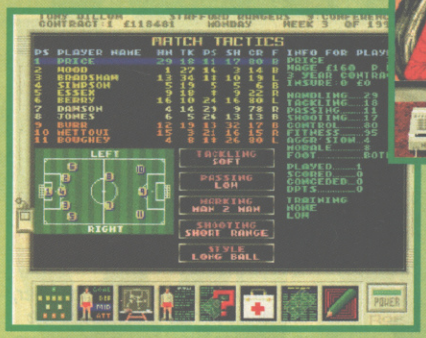
VERDICT

Having been converted from the Mega Drive, we expected Amiga Alien 3 to be a top title. The graphic are excellent – the invading xenomorphs look remarkably horrific. Most Alien fans will be suitably impressed with this movie-to-game conversion which manages to pack in the action and keep you in suspense, since you never know when an alien is going to leap out into your path. Unfortunately the sound effects are crap, and the music sounded just like an alien chucking up, but these are minor points and don't spoil this otherwise fab game.

AMANDA TIPPING



Mmm, I think a little floss and brushing twice a day will cure the problem.



This isn't the Manageress, it's the token game bimbo

Get your tactics sorted and so's your result.

PREMIER MANAGER 2

From Vauxhall Conference to Premier League – how will you manage?

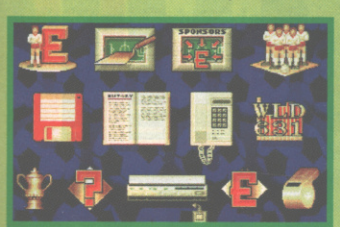
A football manager's life is not a happy one. Crabby players, poor formations, dodgy dealings that are found out – today's football managers don't have an easy time of it. Now you can recreate the life of a footy boss in Gremlin's Premier Manager 2, a game which, if you're an all-out action nut, won't appeal to you, but if you like to put a bit of thought and planning into your play, it'll go down a storm.

Options galore

Everyone's played a management game before, so few of PM2's features will be alien to you. What makes this game different, though, is the attention to detail and the sheer amount of options available to the player. In most football management games, you can only alter, say, the team's formation. In Premier Manager 2, you can also change the way the team actually plays – you can choose whether to tip-toe around the pitch, or go in for the real crunching tackle. Or select whether to play the long-ball or a passing game with the chance of scoring on the counterattack.

The only gripe I have with Premier Manager 2 is that it's bland; the actual match sequence is severely lacking in the graphics department. If you're a management fan who doesn't worry about pictorial niceties, though, this is the one for you.

Paul Rand



Here's your options screen.

Out November. Contact Gremlin (0742 753423).

AMIGA £25.99

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REVIEW

SNES ▶ by MARUBENI ▶ £TBA

Out November. Contact Marubeni (071 826 8600) for information.

THE ACRO-BAT

Touching most baddies in Aero will kill you. Looks funny eh!

Aero isn't a chocolate bar but he's full of milky goodness!

You know why bats have big ears don't you? It's because they spend so much time hanging upside down that gravity takes its toll. Well Aero's had enough of looking at the downside of things which is why he's set off to rid the world of a demented ex-clown.

So away you go, but which way? The levels in Aero are huge with at least four stages in each of the four worlds. The problem is that with eight-way scrolling you need a good memory to locate yourself, which isn't helped by the lack of memorable landmarks and expanses of empty space in the early stages. Fine, so this satisfies the explorers among you, but you can't help feeling that luck has too much of a role to play, especially during those 'leap of faith' moments which are unavoidable given the structure of the platforms.

Oops! Run out of platform and Aero will do his balancing act.

Another circus prop, and Aero gets ready for a bouncy stunt.

Curly Whirly

Despite having a head which is too big for his body Aero manages to show-off some nimble moves without being, well, big-headed about it. Aero's main attack is a creative little move which has him curling up and drilling into his opponents. He can also collect the odd star which he can use to sling at obstacles.

The main 'pull' factor of the game however, is in discovering and utilising the various objects which help you make it through a level. Aero himself can cling to high wires and hover momentarily for a breather. However, It's the circus props which make the game far more fun. Most frequent are the trampoline and the cannon. Aero heaves the cannon into place, hops in and is launched faster than a speeding bullet (if you get the timing right) thus allowing our mate to make it to those parts of the level other bats cannot reach!

A severe case of bad breath can roast Aero out in the woods.

Refreshers

You soon master the various intractable objects and, just when you think you're beginning to tire out their possibilities, you hit a refreshing new style of level. These are of two types; the first is based on a roller coaster ride like those you see down the fairground, which has you jumping and ducking obstacles, while the second is an impressive derivative of Pilot Wings, which involves Aero high-diving in to a pool while flying through loops and being blown of course by his rival, Zero.

CLEVER BAT!

Blocks: *Jump to make these vanish and you can find the exit.*

Cannons: *Hop into these and you can reach higher platforms.*

Float: *Yep, Aero can hover briefly to examine the scenery.*

Teleport: *Jumping into stars warps Aero further in the level.*

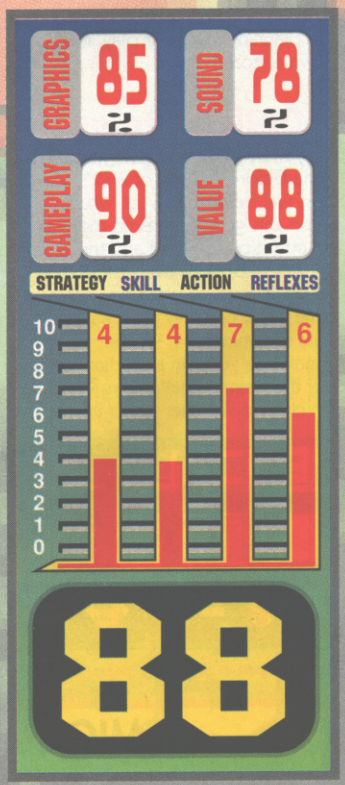
Trampoline: *Same as the cannons but with less reach.*

Unicycle: *Just one of the props Aero can play with.*

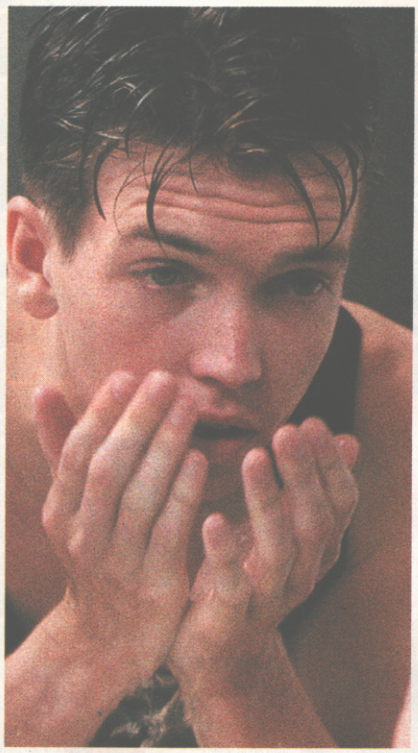
VERDICT

Normally, lots of object interaction in a platform game means a puzzle orientated adventure. Not so with Aero. This is an action platform game. Balanced with the crucial ingredients of variety, humour and a strong central character, it's rough and cute at the same time, while being huge and unmanageable with it. At first it seems to be quite basic stuff, but you soon discover a range of creative stages which make Aero all worth while. If you're good you might even reach the hilarious Bungee stage! Recommended.

DENIZ AHMET



YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me. First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way. Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

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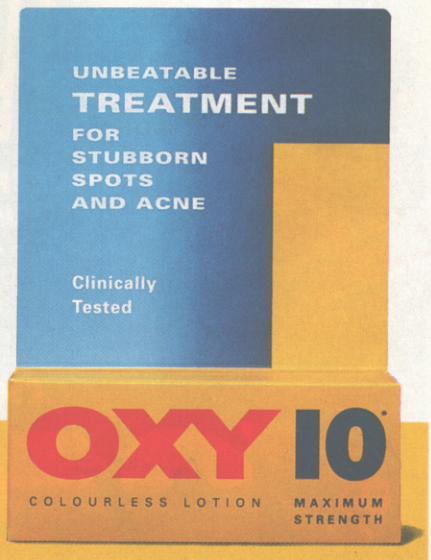

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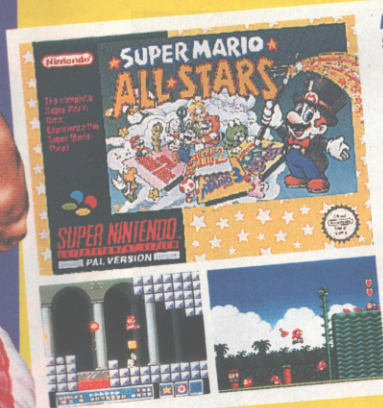

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REVIEW

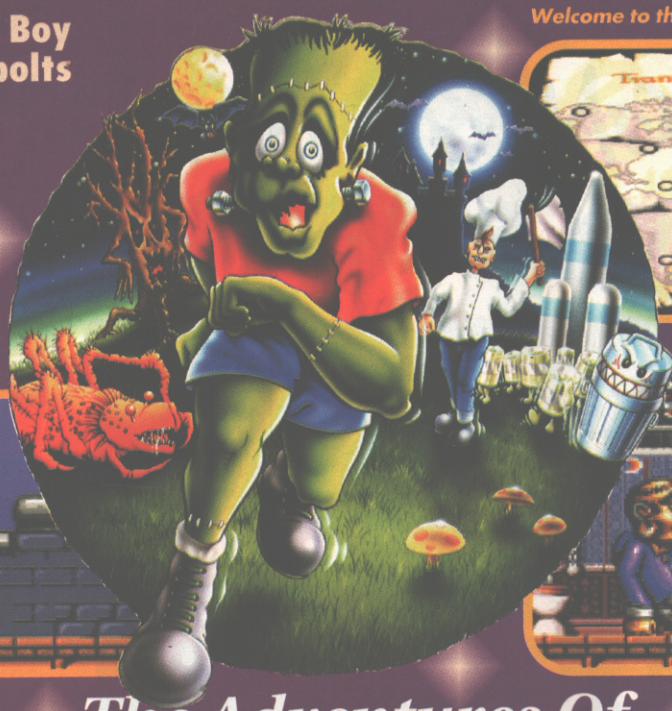
SNES | by ELITE | £44.99

Out December. Contact Elite (0922 55852) for information.

Fresh from his Game Boy adventures, Franky bolts on to the SNES!

With so many monster games making a hit on the market it comes as no surprise to see another addition storming on to the scene. Yes, it's Dr Franken and it's a safe bet it will make all those other creepy crawlies a thing of the past.

This novel platform game, which follows in the footsteps of the recent Game Boy version, has a very comical storyline which goes along the lines of Franky needing a bit of a rest to recharge his batteries and so decides to take a holiday with his girlfriend and Bitsy.



Welcome to the wonderful world of Transylvania.

This guy's a bit of a big head.

I don't know why he's pulling a face like that – he's just died!

The Adventures Of Dr Franken

Holiday hiccup

Unfortunately, she doesn't have a passport. Thinking through his empty skull Frankie decides to dismantle Bitsy and post her to their holiday destination. But the braindead Dr Franken can't remember where he posted her – and as if that wasn't bad enough the Transylvanian post has lost some of her packaging. I think there's a lesson to be learned here. Anyway, Frankie finds himself trekking across the globe to retrieve the various bits of Bitsy scattered across Transylvania (Isn't that Drac's stomping ground – Ed) so he can eventually put her back together again.

There are 20 levels which start in the haunted castle and lead you round the world and to hell and back — literally! He encounters fire breathing toads, ghosts among other ghouls during his trip.

Let's be Frank

Along the way Frank encounters axe-wielding cooks, witches riding lethal scythes, deadly flying heads, and zombies all eager to crush Dr Franken. However, our monster is not one to be defeated, and he can punch, kick, and even do backflips to fight off the evil enemies, as well as hurling bombs. As if that isn't enough to contend with, Franky also has to keep checking his energy levels. When his energy is running low he has to recharge by picking up battery icons scattered around each level. Some demons also give him extra power when he kills them.

There's plenty going on while you're looking for Bitsy's parcels. In the parcels you will find bits of girlfriend or objects to travel the world with. You can also pick up extra lives in the four bonus levels hidden in the game.

Hell hath no fury for a Frankenstein.

Travel through the spooky dungeons.

VERDICT

Here's a great game starring everyone's favourite munster. Dr Franken is a real cool guy who's rather frantic about finding his missus. There's lots of variation in the gameplay, with moving platforms, secret passages and hidden staircases and coves to maximise the fun. And it's worth just losing a life to see the hysterical expression on Dr Franken's face. It's a big improvement on the Game Boy version, with excellent attention to graphic detail and good sound to compliment the involving gameplay. Order your copy now.

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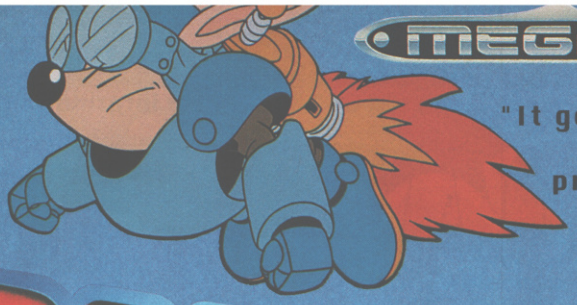

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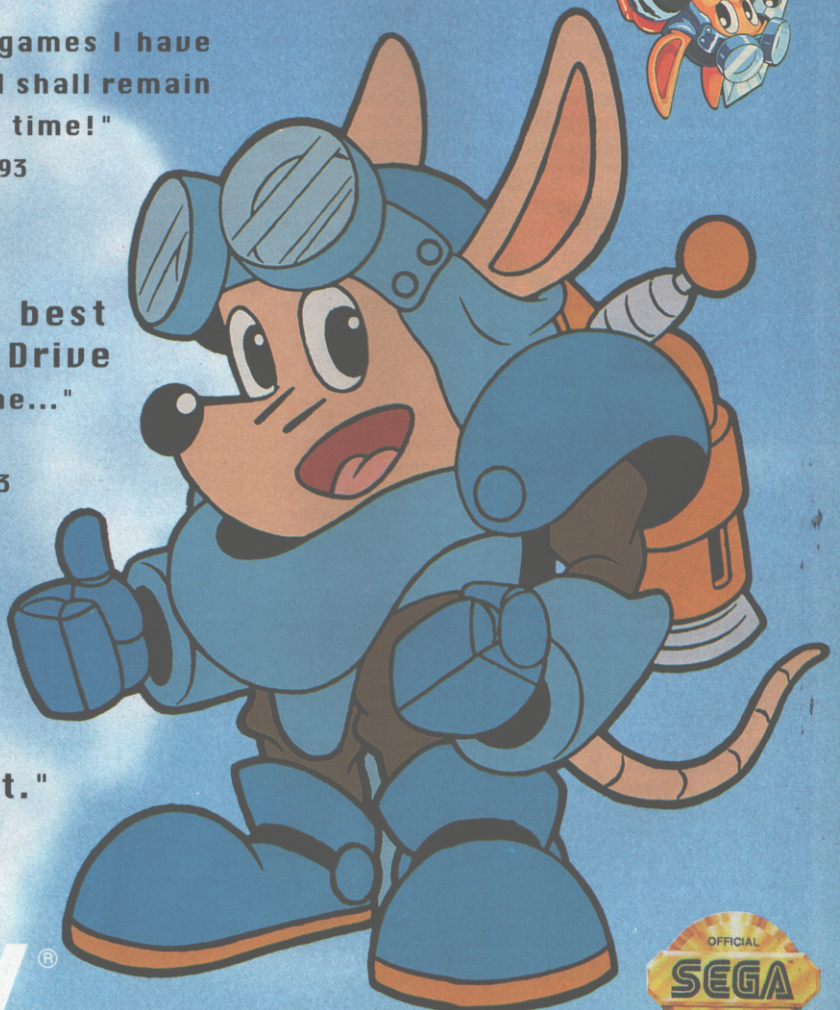

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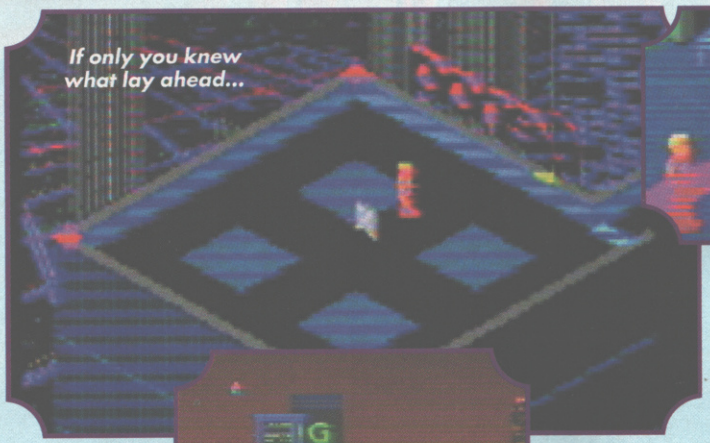
Out November. Contact Mindscape (0444 246333) for information.

D/GENERATION

Become a courier of the future and do away with your horrid little motorbike in this CD translation of the Amiga original

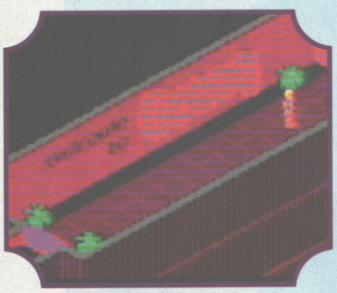


If only you knew what lay ahead...

The first person you see is the frightened secretary.

Oh dear. There you were relaxing, ace courier that you are, when a message came in from top Genoq scientist Derrida asking for a package to be delivered pronto. After a long jetpack trek (it is 2021 after all) you arrive at the Singapore lab's 80th floor to find things mysteriously quiet. This isn't going to be a regular delivery...

Unknown to you an explosion has ripped through the building ten floors above where Derrida was working on his latest NeoGen biological experiment, the D/Generation – an organism which can disguise itself as anything. On top of this its armour-like skin makes it virtually indestructible and one tough cookie.



Not the sort of welcome you were expecting though.

The Next Generation

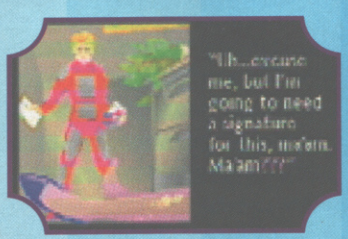
Genoq believes that the D/Generation organism and its three earlier versions have been released by the explosion and fear the workers trapped in the building have little chance of survival.

Because of this a rescue mission has been ruled out to save risking further lives. Unfortunately you don't realise the danger and step inside. Big mistake – the door seals behind you. With no obvious means of escape it seems the only option is to find Derrida and give him the package in the hope he can sort out the mess.

D/Generation Game

What this game boils down to is an isometric shooting adventure which involves you wandering around ten floors each made up of a number of rooms filled with such delights as security traps, organisms and sometimes scared workers as you attempt to reach Derrida.

As tempting as it is to simply blow the trapped workers away, it's worth rescuing them as they often have something useful to hand which will aid you in your quest such as a password or a bomb, as well as information about Derrida. Also, for every worker rescued an extra life is granted – highly useful on the later levels which are tough going. Other helpful items such as lasers and security keys can be found simply by examining carefully each room that you enter. Then again, you might find nothing.



looks like this woman has more than a skin problem!

VERDICT

D/Generation doesn't look up to much. A shame, because underneath the plain graphics there's a cracking game. What it lacks in the audio/visual department is made up for with sensible but challenging puzzles and tense atmosphere. A thoughtful save game facility also stops the boredom of repeating completed screens. My one irritation is the fiddly character control but this is because of the joypad rather than a design fault. D/Generation is worthy of consideration but unlikely to get it, due to the graphical feasts expected by CD owners.

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REVIEW

MEGA DRIVE | by ELECTRONIC ARTS | £44.99

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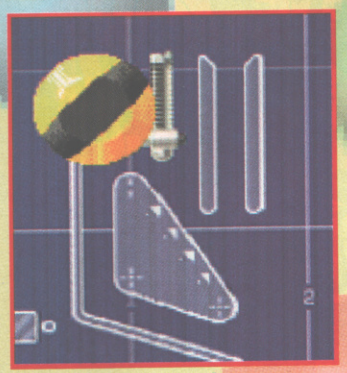


Drop the bumper wherever you want!

VIRTUAL PINBALL

The first pinball construction kit for the Mega Drive comes from those clever chaps at Electronic Arts!

PLAY BALL

The double table shown here is linked by the two holes in the centre of the pic!

Flipperdy doo dah, flipperdy day. Heck, it's a pinball construction kit! And the good news is that there isn't a chunky manual to learn before you can use it.

Pinball wiz

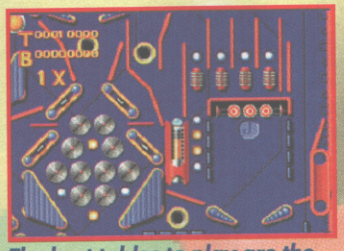
It's not really aimed as a utility because the 'workshop' element is an option, so you get a whole heap of tables to play on as a standalone game. Each table has a theme which you can mix and match by changing the background boards, the objects and music. These are basically preference settings and as such the problem is that, once you find your favourite, you tend to stick to it.

Tommy can you hear me?

Pre-defined boards don't offer too much in the way of novelty. They're not big for a start, there are no hidden levels and no bosses. You get to see the entire table within a few minutes so it's quite easy to walk away with little satisfaction. Creating your own tables is the best way to go about things. A set of blueprints helps get you started, or you can modify the existing batch, but it's a lot more fun to just randomly splat up to eight different items on a blank board and see what happens. Having designed a table you can freely play around with its theme and save it to one of 10 memory locations.

Obviously, the creation aspect isn't going to appeal to everyone, but pinball fans are going to flip over it. Worth a try.

More options than you could shake a stick at!



The best tables to play are the busiest ones – they get tough.

Put Bally out of business with your own creations!

VERDICT

A logical construction system makes this a fun approach to building pinball tables. Problem is, it's not much fun playing stuff you've designed yourself because you know what to expect. As with all recent EA games it makes use of its four-way adaptor, so three mates can join in one after the other. However, if you don't fancy making your own stuff the pre-defined tables are too dull and unimaginative to warrant purchase as a standalone pinball game. It's not bad for a first of its kind, but it could've been better.

DENIZ AHMET

GRAPHICS	SOUND	GAMEPLAY	VALUE
67%	69%	71%	90%

STRATEGY	SKILL	ACTION	REFLEXES
5	5	7	9

70

IS THIS JACK T.LADD?

Information received early this morning suggests that the infamous debtor Jack T.Ladd, currently being chased by the Interstellar Revenue Decimation Service, is indeed at large.

This photograph, taken by avid amateur photographer and trainspotter Wilbour A. Pratt, shows a man believed to be Jack T. Ladd, leaving the famous nightspot Vagrants. A favourite haunt of gangland bosses and soap stars, the club is in the heart of the capital and is reputed to serve the most expensive drinks in the universe. The photograph was taken at 3.00 am and the blonde accompanying our suspect is believed to be a Miss Fifi LaMour, a talented young actress and exotic dancer.

A representative of the IRDS comments "If this is indeed the man we are seeking, I'd like to know how much he spent at the bar, by rights that money is ours."

Already known to have visited three planets, one Cloud City and at least four bars, this picture provides a vital clue in tracking down Jack T.Ladd.

If you have any information on his whereabouts please contact your local tax office.

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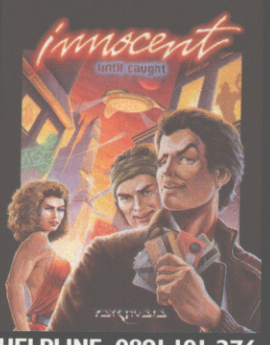

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WIN a fabulous Innocent Until Caught baseball jacket. Just answer this simple question: Who is Chasing Jack T.Ladd? a) MI5 b) the IRDS c) the FBI Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Who is Jack T.Ladd? Psygnosis Competitions, Dept.1770, Winterhill, Milton Keynes MK6 1HQ, UK.

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Warning – Jack T.Ladd is armed with 10Mb of data, superb gameplay, realistic 8-way movement, SmuttiText™, CensoRound™, CyniPlay™. For the sake of your morals and sanity avoid him at all costs. If you have already encountered this man and are facing a dilemma call the Innocent Helpline.

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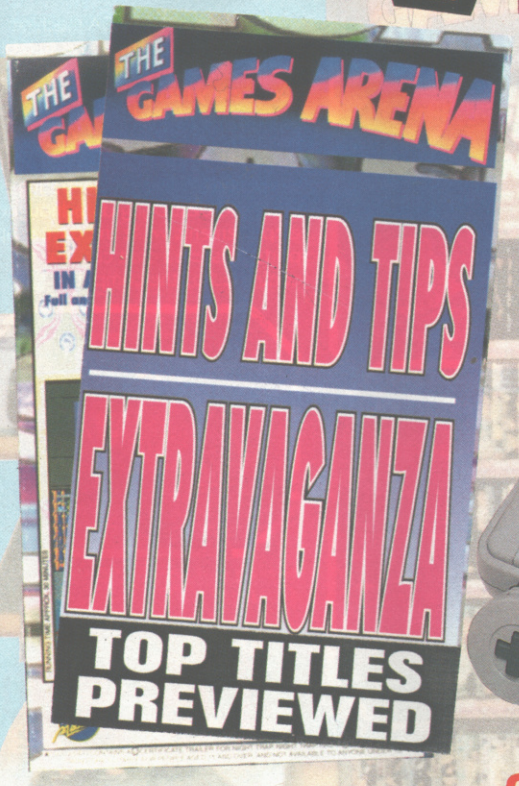

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REVIEW

AMIGA ▸ by RENEGADE ▸ £25.99

Out Now. Contact Renegade (071 702 3643) for information.

URIDIUM 2

One of the best C64 shoot-'em-ups of all time comes screaming into the Nineties on Amiga – and about time too!

If you weren't playing games seven years back then you'll probably think I'm some jabbering fossil who needs a good fix of hot chocolate. However Uridium I was one smart game, casting you as a pilot of a lone manta spacecraft as you charged over giant space dreadnoughts taking out the ground emplacements before escaping Return Of The Jedi-style with the dreadnought disintegrating behind you. The blaster of its time.

So what's different this time around? The background story is probably best skipped because if you've played any other shoot-'em-up you'll know the sort of plot to expect. If not, then hey, welcome to planet Earth.

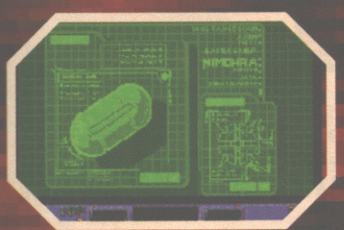
You never saw anything like this on the C64!

Manta banter

On to the game itself then. First impressions suggest that this is in fact the C64 version playing. The loading music sounds suspiciously like Martin Galway, a music maestro on the 8-bit machine. However, it's the game that makes you think you've warped back to 1986.

Andrew Braybrook has virtually recreated the original on the Amiga with nearly all the original attack waves present. Missing ones have been modified to make them easier. Also, the attack waves can now break formation and attack individually.

The Manta can now turn upside down, as well as flip. Essential stuff as the enemy can't hit you while you're in those positions. Also, on later levels, sections of the dreadnoughts are raised up requiring some severe twisting of the manta to stay in one piece. The only way to avoid the raised sections is to watch the scanner, but this is easier said than done with all the other action happening around you.



Nostalgia, it ain't what it used to be.

Turn sideways and you'll be impervious to enemy fire.

Weapon pick-ups are available for increased firepower, but to stop the manta craft from being too powerful the enemy has chaff to confuse the power-ups. If you're talented enough to destroy a whole wave of fighters then you'll be rewarded with a victory token. Collect enough of these and you can land early.

Preying mantas

After landing on a dreadnought the bonus screen appears. This takes place inside the dreadnought's reactor and the aim is to destroy it. This isn't as easy as it sounds as the core exerts a severe gravitational pull which varies the inertia considerably.

On top of this the reactor chucks out all manner of defensive weapons in an attempt to protect itself. It's worth persevering though, because after the reactor is destroyed a shower of power-ups rain down. Then it's on to the next level then the next etc...

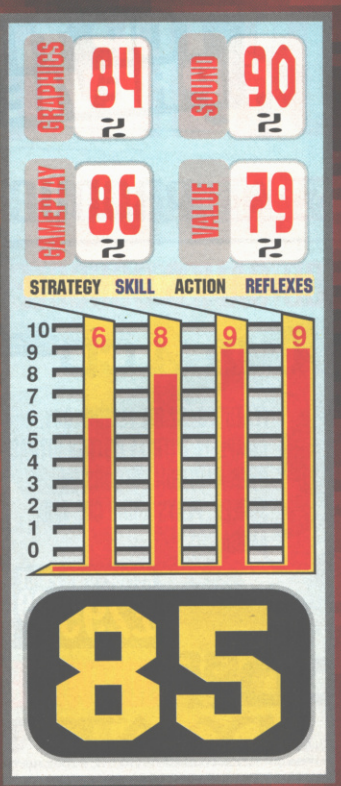
If you've got an AGA machine you'll get the benefit of the suitably titled mayhem mode where just about every feature in the game is thrown at you. And for two-player fiends there's an option of having a drone ship to follow the main manta, with the main ship concentrating on flying and destroying dreadnought emplacements while the drone supports. This extra craft can also be controlled by the computer.

Watch out for that enemy fire... Too late!

VERDICT

This brings back happy memories of my old blasting days on the C64. Graphics are great and scrolling is smoother than a freshly bathed baby's bottom. Sound too is top notch and consists of groovy 64-esque tunes, superbly atmospheric spot FX and sampled speech. Yes, it's not an original game and it's been done numerous times before but there must be plenty of younger gamers who won't have experienced this piece of software history and, as they say, if it ain't broke then don't fix it.

DENIZ AHMET



REVIEW

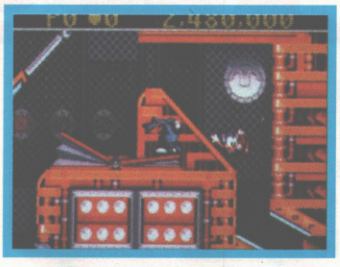
SONIC SPINBALL

Out November. Contact SEGA (071-373 3000) for information.

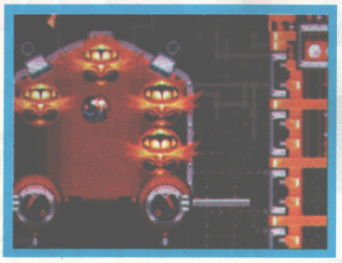
Spikey, blue Hedgehogs are good at pinball. Discuss.

Robotnik has taken over a Volcanic island, harnessing its energy to convert Sonic's fluffy friends into robotic tin-heads. And Robotnik has managed to engineer a defence system in the guise of a pinball machine.

Five tables depicting stages of Robotnik's Veg-O-Fortress, are placed between Sonic and Robotnik containing familiar Sonic creatures to thwart your rescue attempts.



As this is pinball you don't get to have much control of Sonic.



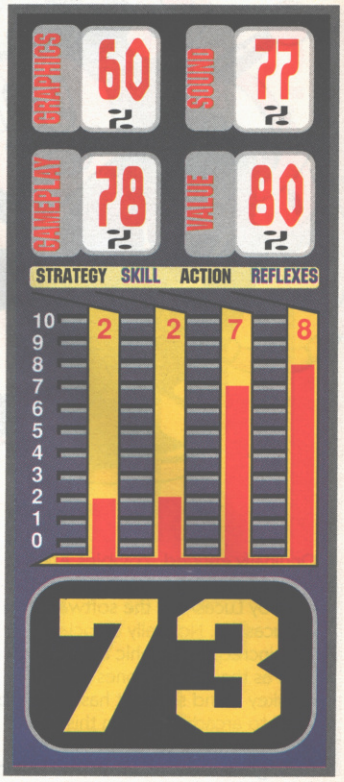
It's all to easy too miss the flippers altogether... "It's all too easy..."

Not spinsational

Thankfully, the momentum on Sonic slips in a convincing performance of a ball so we do have a realistic pinball game here. There are all the usual pinball features too, such as bouncers, gates, short-cuts and accelerators which have been nicely worked into the graphics. Those aside, traditional Sonic elements have also been placed liberally: Rrings and switches to hidden sections are all in place Floating platforms beneath the flippers will provide a safety route if Sonic is lucky enough to catch hold of one, and even then he has to be quick to avoid the jaws of a lurking monster.

Some nice ideas are to be found in the game, but it does little to promote the character as it's basically Sonic's casino level with flippers.

Deniz Ahmet



MEGA DRIVE ▶ **by SEGA** ▶ **£39.99**

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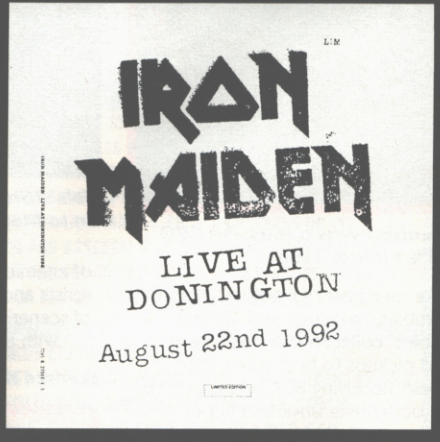

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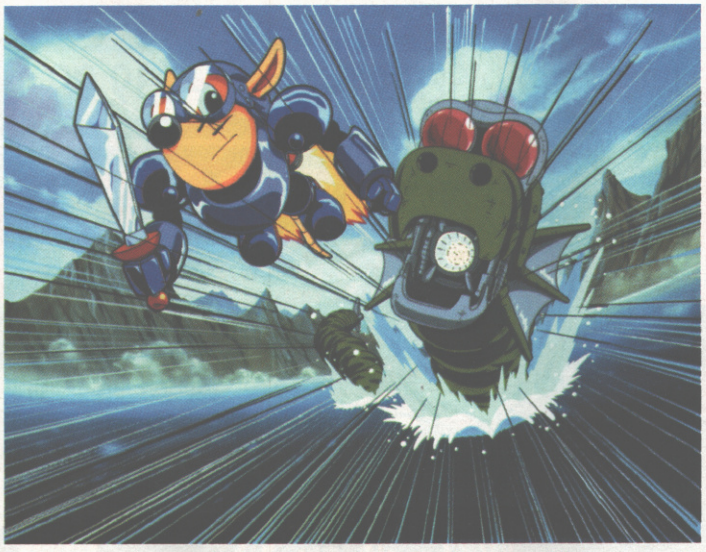
KONAMI'S CHRISTMAS CRACKERS!

KONAMI

Christmas comes early this year for CVG readers, thanks to the team at Konami! They've given every CVG reader a fine prezzy in the form of the smashing Rocket Knight Adventures pin badge which you'll no doubt have already found attached to the front cover of this very issue, and along with that, they've got a cracking line-up of software available over the festive period!



He's stormed on to the front cover in badge form, and he's stormed on to Mega Drive too – Rocket Knight is a treat all round!

ZOMBIES

Originally entitled 'Zombies Ate My Neighbours', Zombies has been created by LucasArts, the software arm of Lucasfilm. Normally associated with incredible graphic adventures such as the Indiana Jones and Monkey Island series, it has turned its hand to arcade action in this 55 level extravaganza which pays homage to the best – and worst – in B-movie horror!

Zombies was a massive CVG 88% hit last issue!

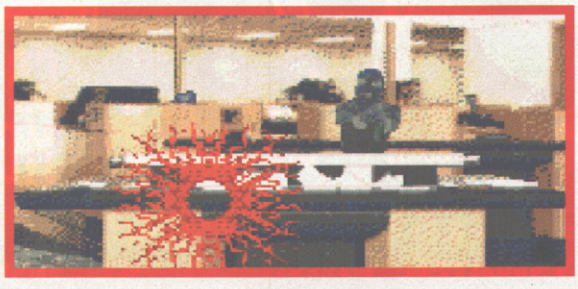
Take on a host of creatures including zombies, mummies and 40-foot babies, collecting various powers and pickups to help you in your quest. Receiving 88% and a CVG Hit! on both Mega Drive and Super Nintendo, Zombies should be high on your Christmas shopping list!

LETHAL ENFORCERS

A direct conversion of Konami's dedicated coin-op featuring plastic pistols instead of boring old joysticks, Lethal Enforcers on Mega Drive and Mega-CD is an all-out blast through the city streets, taking out all manner of enemies such as drug dealers, terrorists and armed robbers in a variety of scenarios.

With a light gun included in the package, Lethal Enforcers is a really good convert from the coin-op. Graphics are almost arcade perfect, and if you buy another gun two-player pistol packing is possible, although a friend can use a joypad if no second gun is available. Lethal Enforcers received a creditable 80% in CVG, and the Mega-CD version is just as good. Well worth a look if you're a real fan of shooting games.

Enforce the law in this shoot-to-kill extravaganza.



Lethal Enforcers comes with the CVG seal of approval.

TINY TOON ADVENTURES

Buster Bunny and his pals have been around on a number of formats for a while now, but the games are so good that you shouldn't miss out! On Mega Drive, Buster's Hidden Treasure has you controlling Buster Bunny in search of wicked Montana Max, who's nicked a secret treasure map.

Cute platform romps don't come better than this.

On Super Nintendo, Buster Busts Loose sees our cartoon hero in search of his beloved Babs, who's been kidnapped by Max and his minions.

These platform romps feature some great graphics and demanding gameplay. Both scored highly in CVG – Buster Busts Loose got 90% while Buster's Hidden Treasure gained 84%, so check 'em out.

A bit of Toon fun stops you turning into a blood and gore addict!

REVIEW

TIME SLIP

Step back in time in more ways than one with this SNES shoot-'em-up

Time Slip is basically a run along and shoot-'em-up in the style of Super Probotector; there are platforms, hordes of cannon fodder and lots of guardians, and you can run around, jump, and shoot in all directions. The difference here though, is that there's no smart two-player option and the game takes you on a tour of a history of the world. You see the year is 2147, and aliens from the doomed planet Tirmat decide to relocate to earth. However realising that they'd have no chance against modern Terran weaponry they decide to go back in time and attack the earth when its inhabitants were still wearing furs and eating dirt. Well you get the general idea don't you.

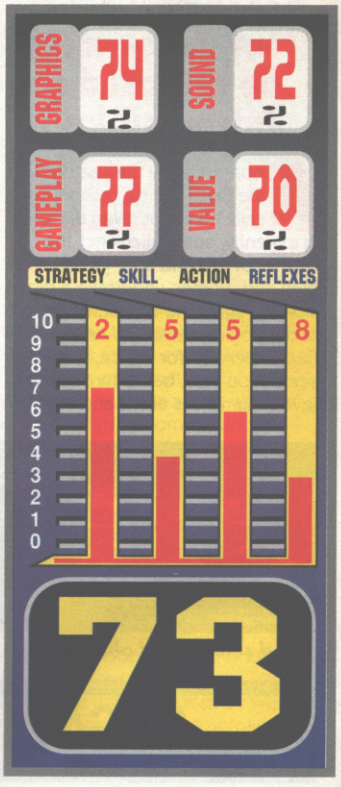
No it's not the flying rug sequence from Aladdin, sadly.

If it's flash Mode 7 graphics that you want, then look elsewhere.

Yes time has slipped, and so did the score of this game as we got past each level.

Vince

Muscly hero Dr Vincent Gilgamesh, played by you, goes back in time to defeat the high tech aliens and the dopey locals who are, bizarrely, on their side. You start off in ancient Egypt shooting archers, armies of men with sharpened sticks and Tirmatian assault craft, and so it goes on. The game is let down by the lack of a two player option, a dearth of meaty power-ups, and some very basic graphics; when you pick up a shield the effect (a spinning triangle in primary colours) looks like it was knocked up by a five-year-old with a potato print. ●



SNES | by VIC TOKAI | £TBA

KT KONSOLES

world of the neo geo

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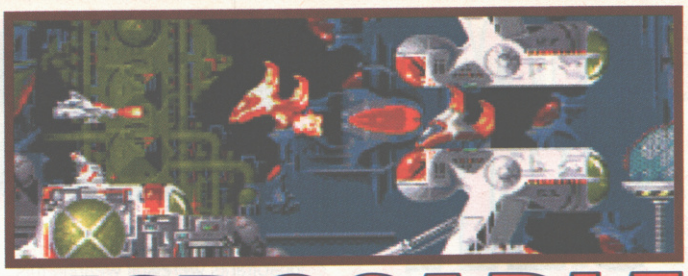


DISPOSABLE HERO

Great new shoot-'em-up, or can it be disposed of fairly quickly?

Apparently, by the year 2874 the Earth will be technologically bankrupt. Even more apparently, some aliens get the blame for this and so a group of men and women undertake a mission to regain the blueprints for our technological salvation. As a certified D-Hero (D for dunce, it would seem) you must battle through six levels; numerous aliens and scenery soon conspire against you, calling for tricky manoeuvres and nifty shooting.

Good selection of alien craft.

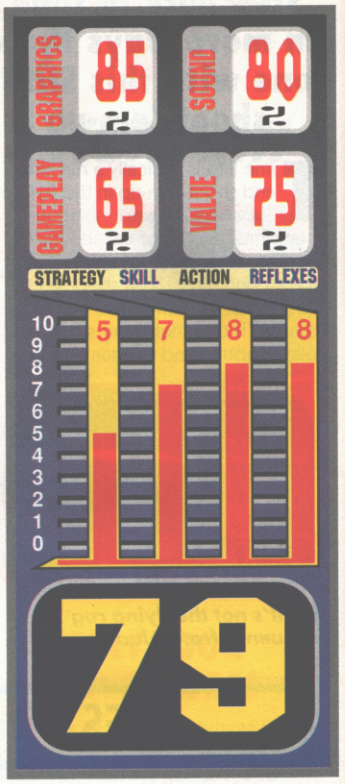
Mix and match

Around the screen are blueprints which you must collect. These are plans for power-ups and, given time, the factory will build these for your benefit. Because you can mix and match different weapons there are hundreds of possible configurations. Graphically the game is smart and smooth, but it takes too long to power up with anything decent and too much stopping and starting to do it. The aliens attack predictably and there's not enough of them to create a tense challenge, plus there's better stuff around on budget.

Deniz Ahmet

A relaxed shoot-'em-up.

Out November. Contact Gremlin (0742 753423) for more information.



AMIGA ▶ **by ELECTRONIC ARTS** ▶ **£49.99**

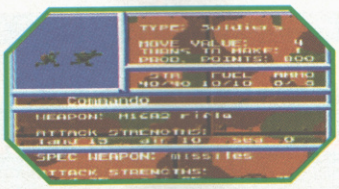
SUPER CONFLICT

Time for a strategy war game. Time for bed methinks

Yet another war game I hear you cry! And cry you will – with boredom. Playing against the computer, this game stimulates as much excitement as sitting in the world finals of the chess championships. Set in the Middle East it looks more like a game of Blockbusters than a war zone. Moving from hexagonal square to square, across rough terrain, desert, forestry and sea, you must kill the enemy within five skill levels and 55 scenarios for one player. If you experience playing this with a friend then there are only 16 scenarios.

Auto war

You have no control over the battle scenes such as Valley Ambush, Forest Flight, Lake Struggle and Island Assault themselves, which is rather disappointing. You make all the moves for your flag unit using the control pad and when you decide to go to battle, just press button A and the computer does the rest. So watch helplessly as you are blown away! If you manage to sit through the whole of the first level (congratulations by the way), each further level gets progressively more difficult; but the bland scenery and annoying supermarket-type music tinkering in the background do little to stimulate tension and interest in the gameplay.



A typical info screen with your combat stats filled in.

The battle commences... time for a cuppa.

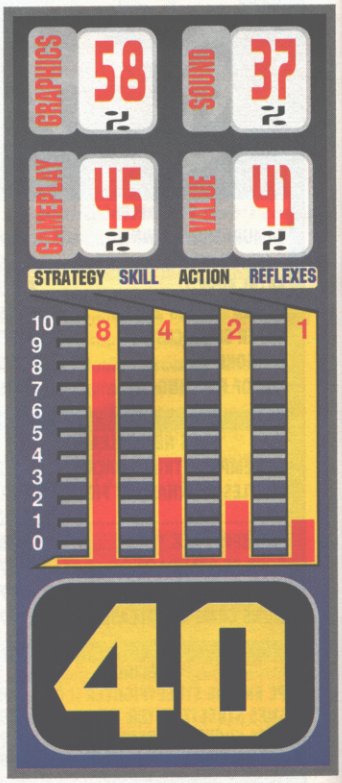
Defeated, methinks. A tragic end to a tragic game.

Strategy

I suppose with greater concentration in the strategy and skills department this could turn into quite a powerful game; but if you're like me and you want your action immediately then I'm afraid you will find this game is Yawn city, neh, Yawn Universe.

Amanda Tipping

Out on import. Contact Dream Machines (0429 869459) for more information.



SNES ▶ **by NINTENDO** ▶ **£42.95**

REVIEW

SNES | by HUDSON SOFT | £49.99

Out December. Contact Hudson Soft for information.

VIRTUAL SOCCER

No England World Cup action? Vent your frustrations with Virtual Soccer on SNES!

Oh well. It looks as though we'll not be going to the World Cup Finals in America this summer. Unless Poland beat Holland and we beat San Marino by at least seven goals – which is likely, isn't it? But who needs to spend a fortune going to the States for a month when you can plug in your SNES and settle down to a bit of computer footy in the comfort of your own home?

Unusually, Scotland haven't conceded a goal yet. It'll come.

Oooh! A fine save from the small Japanese keeper, there.

Can you turn the scoreline around? Taylor couldn't...

Saint

Hudson Soft's Virtual Soccer is a one or two-player game with a wealth of options and views. Players can take part in pre-season friendlies, a variety of European of World tournaments or, if you're just starting out down the road to on-pitch glory, a practice game where you can hone your skills without having to worry about the opposition muscling in on your possession. Once you've selected your chosen type of game and the duration you wish to play for, you're taken to the tactics screen which is shown from an isometric 3D viewpoint. Here, you can select your team's formation from a number of choices, or even alter your team itself by swapping players around in the squad. A quick coin-toss later and it's on to the pitch.

Naughty old Mikami went in a bit too high.

Greavsie

The game utilises all of the buttons on the SNES joypad, allowing you to pass, shoot, lob, ride tackles etc. Aftertouch has been included, letting you swerve the ball in mid-air when shooting, and even rules normally missing from soccer sims have been included in Virtual Soccer, such as offsides, so watch the position of your forward players when starting out on those scything runs on the opposition goal. ●

WHAT A VIEW!

Making use of the SNES' Mode 7 capabilities, Virtual Soccer treats the player to a host of different views. You can choose at the start whether to play in a Kick Off, bird's-eye style, a side-on viewpoint or looking from the stand behind the goal, as in Striker. Not only that, but the viewpoint changes automatically when taking throw-ins and corners giving you the best view possible, and the camera also pulls back when the ball's high in the air – most impressive.

VERDICT

Don't worry – you don't need an expensive headset to play Virtual Soccer. What you do need is skill, certainly against some of the computer teams. Running at a fast enough pace in Normal mode, Virtual Soccer moves like lightning when you flick into Fast! Sprites are well animated and they wear the correct strips, and the Mode 7 effects work well. Two-player mode is where Virtual Soccer comes into its own though, especially when you play against a friend with similar skills – unlike me who whooped Wodge The Publisher 10-3! A real six-pointer from Hudson Soft.

PAUL RAND

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

COMPETITION

WIN HUNDREDS OF POUNDS WORTH OF GAMES FROM 27 IN ALL ACROSS FIVE FORMATS!

Remember last month? Course you do; it was the month England all but got knocked out of the World Cup. Mrs Thatcher's memoirs notched up a million quid in three days. The whole of Britain went down with Asian flu. And Virgin gave away seven games machines to one lucky CVG reader. Busy 31 days, eh?

But the fun doesn't stop there. For, in a fit of crazed generosity, Branson's boys and girls have dug into the games vault and surfaced with one, two, three... 27 mega software titles across FIVE different formats – and once again, the whole kit and caboodle will go to just ONE LUCKY READER!

MEGA DRIVE

Robocop vs Terminator
Cool Spot
Lost Vikings
Aladdin
Populous 2
Terminator
Speedball 2
Global Gladiators

SNES

Cool Spot
Young Merlin

AMIGA

Beneath A Steel Sky
Cannon Fodder
Krusty's Fun House
Bart vs The World
Mortal Kombat
Global Gladiators
Dune 2
Goal!

T2 THE ARCADE GAME

ANNON

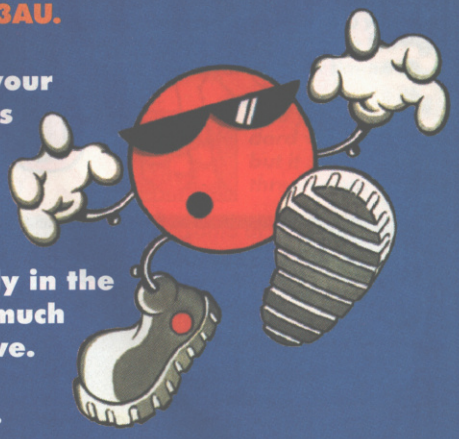
FODDER

Want to know what you could be receiving if yours is the name pulled out of the hat? Just take a peek at the following list!
As they say on The Generation Game, 'What a lot you get'. Or something like that.

'So,' we hear you holler, 'What do we have to do to win this fine and fulsome prize?' We want you to whip out yer Crayolas once more folks, 'cos it's drawing time again. Last month we asked you to come up with a Robo, Termy and Cool Spot cartoon strip; this month, by way of a change, we want you to design a brand new video game character incorporating some of the best features from Robocop, Terminator and Cool Spot! Sound a bit wacky to you? Good! Make your creation as funny – and hard – as possible, and then complete the following tie-breaker sentence in an amusing way, unlike last issue's tie-break answers which turned out to be as funny as Giles Brandreth writing Viz. Here goes:

WHILST WASHING THE FRYING PAN THE OTHER DAY...

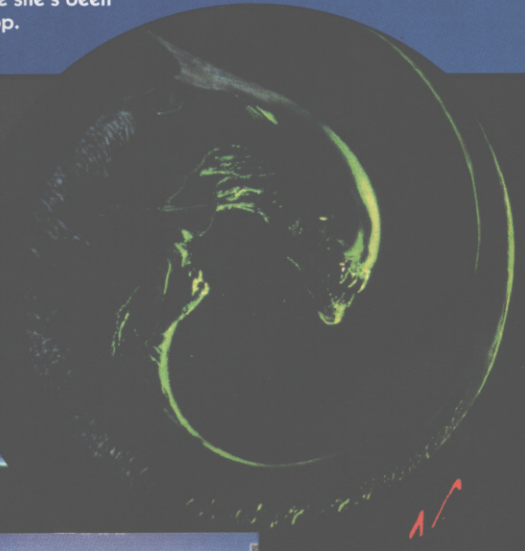
Stick your entry in an envelope, not forgetting to include your name and address, and send it to: **I HAVEN'T GOT TWO OF THE MACHINES BUT AAH, WHAT THE HELL, SEND ME THE GAMES ANYWAY, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

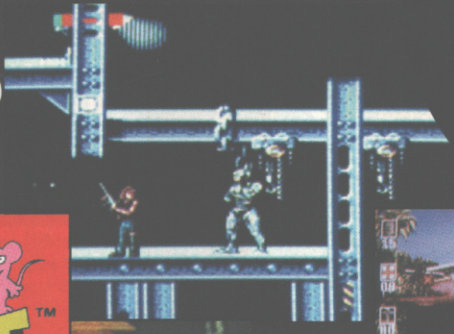


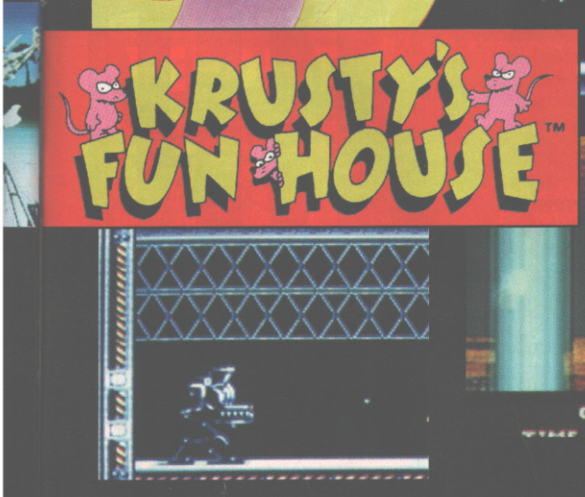
Please ensure your entry reaches us by December 14 1993, otherwise it'll be hurled unceremoniously in the bin without so much as a bye or leave. Good luck, and happy creating.

SMALL PRINT: Employees of EMAP Images and Virgin Interactive Entertainment and relatives thereof are not allowed to enter. The editor's decision is final, as it is on so many issues these days, and no correspondence will be entered into. So no phoning to see if you've won, otherwise we'll phone your mum and tell her you've been calling London numbers while she's been down the shop.

MASTER SYSTEM
Global Gladiators
Cool Spot
Jungle Book
Robocop vs Terminator







GAME GEAR
Cool Spot
Jungle Book
Caesar's Palace
Robocop vs Terminator
Global Gladiators

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE

Out November. Contact Sega (071 373 3000) for information.

SHERLOCK HOLMES 2

More crime-busting the Victorian way – but hasn't it all been done before?

This is definitely one for those with intriguing minds who want to solve murder mysteries fast and efficently. There's no time to lose – we're on the case.

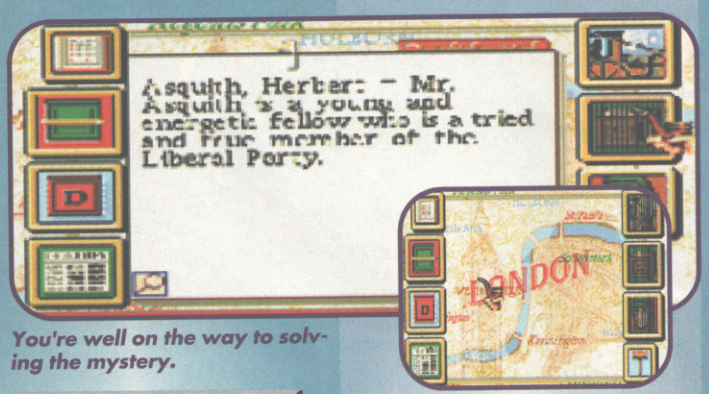
Sherlock Holmes Vol II is exactly the same as the first game, except there are three different cases to solve. Plague the mind of Britain's most famous detective Holmes and his sidekick Dr Watson, who are following the trail of The Two Lions, The Pilfered Paintings and The Murdered Munitions Magnate.

Each case requires a different line of investigation, and there are a number of things to help you on your way, including Holmes' Book and notebook, a directory, the local newspaper and the Baker Street Irregulars – street urchins full of interesting pieces of gossip.

Lemon Entry, My Dear Watson

The game, which is for one player only, is a mixture of film clips converted onto CD format and a map of London containing different clues to help solve the case. Move Holmes' pipe to each different clue. When you have picked these up hop into the horse and carriage to return to the video interviews with suspects, witnesses and other leads. When you think you have added up all the clues you can then select the Trial icon which leads you into the courtroom to allow you to make your conclusions on the case. If, however, you have not got enough critical evidence then you will find yourself back at the Map to find more clues.

It's quite a good idea, putting the cinema screen onto CD, but if you are gong to do it then you should do it properly and in some parts of the game the actors look a bit sketchy. And the graphics leave a lot to be desired, with some of the writing in each clue too illegible to read.



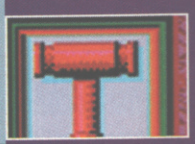
You're well on the way to solving the mystery.

Where were you on the night of the murder?

The library with Miss Scarlet and the lead piping.

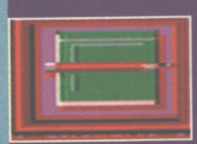
BARRAT HOLMES

This takes you to your next place of interview



With enough evidence you can go to court

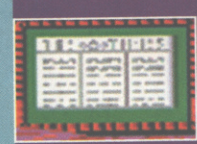
Street urchins are great gossip-mongers



Take notes on the case and out them here

Diary in which everyone's name is listed.

Holmes' files have information which may help



Read between the lines of the paper for clues

VERDICT

There's not much difference between this and the first Sherlock Holmes game except, of course, the different cases. The cases are quite easy to follow but there is a lot of time wasted messing around with the controls, and with complete silence in the background it's not difficult to fall asleep. I wasn't too impressed with this game, although given a lot of time and patience it could prove intriguing enough to keep you in suspense for hours. Frankly though, it could be one to sit on top of your wardrobe after a few days.

AMANDA TIPPING

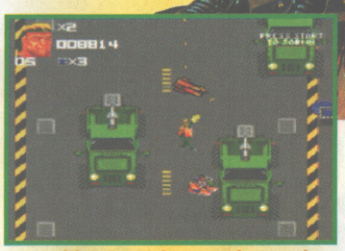
Out December. Contact THQ (071-493 3662) for more information.

TOTAL CARNAGE

Violence, blood and carnage – no fun in real life, but great in THQ's new game...

This game is lip trembling stuff. The amount of death-inducing baddies which come at you in this arcade conversion is outrageous! Total Carnage is the sequel to Smash TV, and as you'd expect it's visual mayhem. This time however the game has multidirectional scrolling so even the terrain is against you. You have to dodge the pits, land mines, armoured vehicles and seek and destroy General Akhboob's nuclear plant while rescuing the odd reporter and civilian en route.

Old tonsil face doesn't half shout and holler.



Very like Smash TV only much, much harder.

Commando clone

THQ's latest SNES release resembles the classic Commando game, but it's even harder. The game has been made harsh for one reason – it's designed for two players. This is a shame because it destroys the appeal for solo players. It's not that you can't play it on your own, but you ain't going to get far at all.

You start the challenge with a titchy gun, but soon locate heftier armoury. Once you start finding better weapons you know you're going to be hammered by something rather nasty and the end-of-level bosses are no exception. And you'll find these mothers possibly the most difficult and time-consuming baddies ever to be turned into pixels.

Skip levels

To stand a chance of reaching the bosses with some lives to spare, you can use a warp disc to skip through heaps of landscape. There are only a few of these on each stage, but if you use them you will probably miss out on some valuable collectables in between. Collecting keys, flags, jewels and hostages spins up those points and provides those extra lives necessary to complete the game.

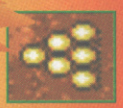
The firepower and combatants come at you thick and fast during the scrolly bits, and get this, if you don't keep moving you face certain death! Occasionally the screen stops and the onslaught overloads from all directions, just like Smash TV. Death is almost guaranteed at these stages and a nice touch to the game is the animated ways in which you die; would you believe that it's actually quite humorous being hacked to death and burnt to a crisp most of the time.

Remember folks, don't try any of this at home - it's more fun outside!

He may look like Leonardo but believe me he's not as friendly.

KICK ASS

This game's hard with two players so by yourself you'll need a host of weapons to help you. We provide you with the low down for the show down.



Like your standard weapon but it shoots three ways.

Awesome at short range, but best used for guardians.

Multiple shots and multiple power.

Kills quickly, but is limited. The pink version is best.

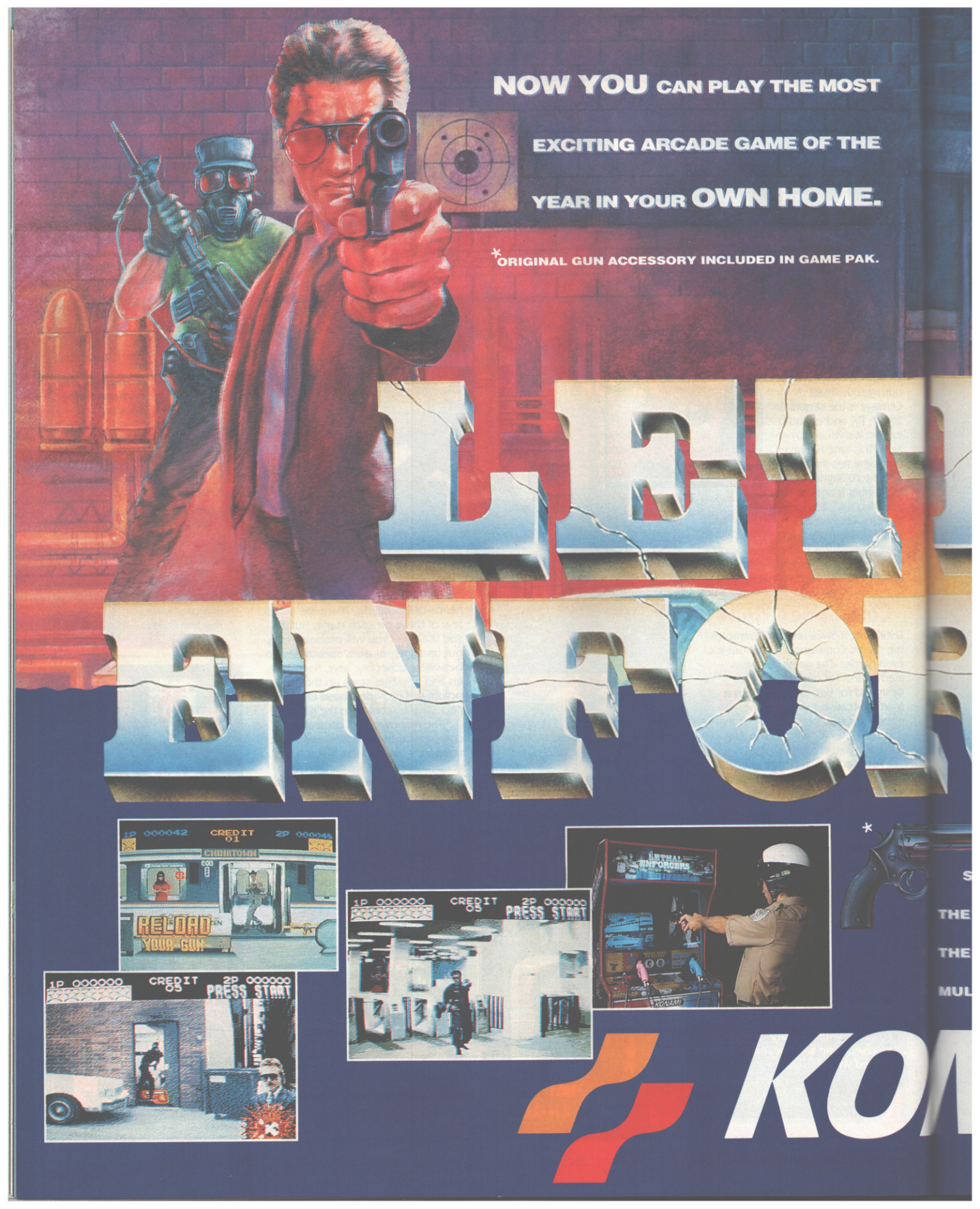
Put these on and you'll run for your life very quickly.

If anything touches this it'll die. Make the most of it.

VERDICT

Total Carnage is an excellent conversion of a coin-op game which just didn't manage to attract much of a following in the arcades. There's plenty of action to twitch the fingers, but the difficulty curve and awkward control configuration can hinder your reaction time in tight situations. You will find the scrolling is a bit jerky too, but credit is due to the programmers who've crammed heaps on to the screens without any slowdown. To summarise, some solid action throughout but best played with a friend.

DENIZ AHMET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REVIEW

MEGA DRIVE | by GREMLIN | £39.99

OUT: November. Contact Gremlin (0742 753423) for information

Zool

The ninja from the Nth dimension is now on console. Has he improved?

Evil has only one objective, and that's to make good things into bad things. A chap called Krool is apparently responsible for bad things, a discovery which Zool painfully discovers when he crashes on an isolated planet. Krool is out to destroy the Nth dimension, a place of good where Zool hangs out – and so takes pleasure from turning the inhabitants of numerous planets into disillusioned killers.

The planet which Zool has been dumped on is a strange place, plastered with seven themed worlds on topics such as food, toys, carpentry and the tropics. Each world holds four stages which become increasingly awkward in layout and logic.

To complete a stage Zool has to collect a set number of discs, and for high-score freaks there are plenty of collectables available. Occasionally, Zool is joined by Zooz (his girlie) who follows him around, mirroring his every move, but most of the time Zool has to make do with extra jumping power, bombs and time because each stage is played against the clock.

The main tactic for making it through each stage is to keep killing baddies because some of them release orange wasps which Zool can gobble up to top up his energy. You need to be quick however, because they soon escape off the top of the screen.

Obviously, Zool will need to contend with the odd level guardian on his travels, which is actually a good thing because he then gets to fly his ship temporarily in a bonus stage, searching for more lives and power-ups. Um, but it's not quite that simple though because Krool soon has his troops on your tail.

Zool is cool

To keep him safe, Zool has trained in the ways of the ninja, and his nimble body makes short work of obstacles. Zool can run like the clappers, stick to surfaces, kick, shoot and perform a deadly drill attack which splats anything in his way. The drill move also enables him to jump higher than normal so it's very useful.

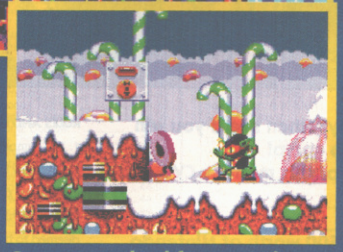
Multicoloured

Zool is a nice big sprite and handles very well, but skids around a lot, and unfortunately it's usually into baddies. Admittedly the gameplay's quite standard, but the attention to the visual elements make it colourful enough to be captivating.

Zool get's his pants wet! Jump on to that log for a ride.

World one boss! Shoot his wings first and then his body.

Zool hits a continuation button. Lots to kill in this world.



Sweets are bad for you. These ones shoot you continuously.

Shoot the drums in the back or the bullets will just bounce off.

VERDICT

Zool is a fast paced Sonic type of game which is more frantic to play but lacks the depth. The graphics always hold your attention, but I can see people completing it quite quickly. The routes through each stage are obvious – but it's somewhat annoying when you rush around at top wack and die because you've crashed into a baddie that's difficult to spot against the luminous backdrops. There's a lot of imagination used throughout the worlds, but the gameplay doesn't vary and doesn't require any new skills. Still, it's not bad.

DENIZ AHMET

GRAPHICS	86	SOUND	70
GAMEPLAY	81	VALUE	79

STRATEGY	SKILL	ACTION	REFLEXES
3	5	8	8

82

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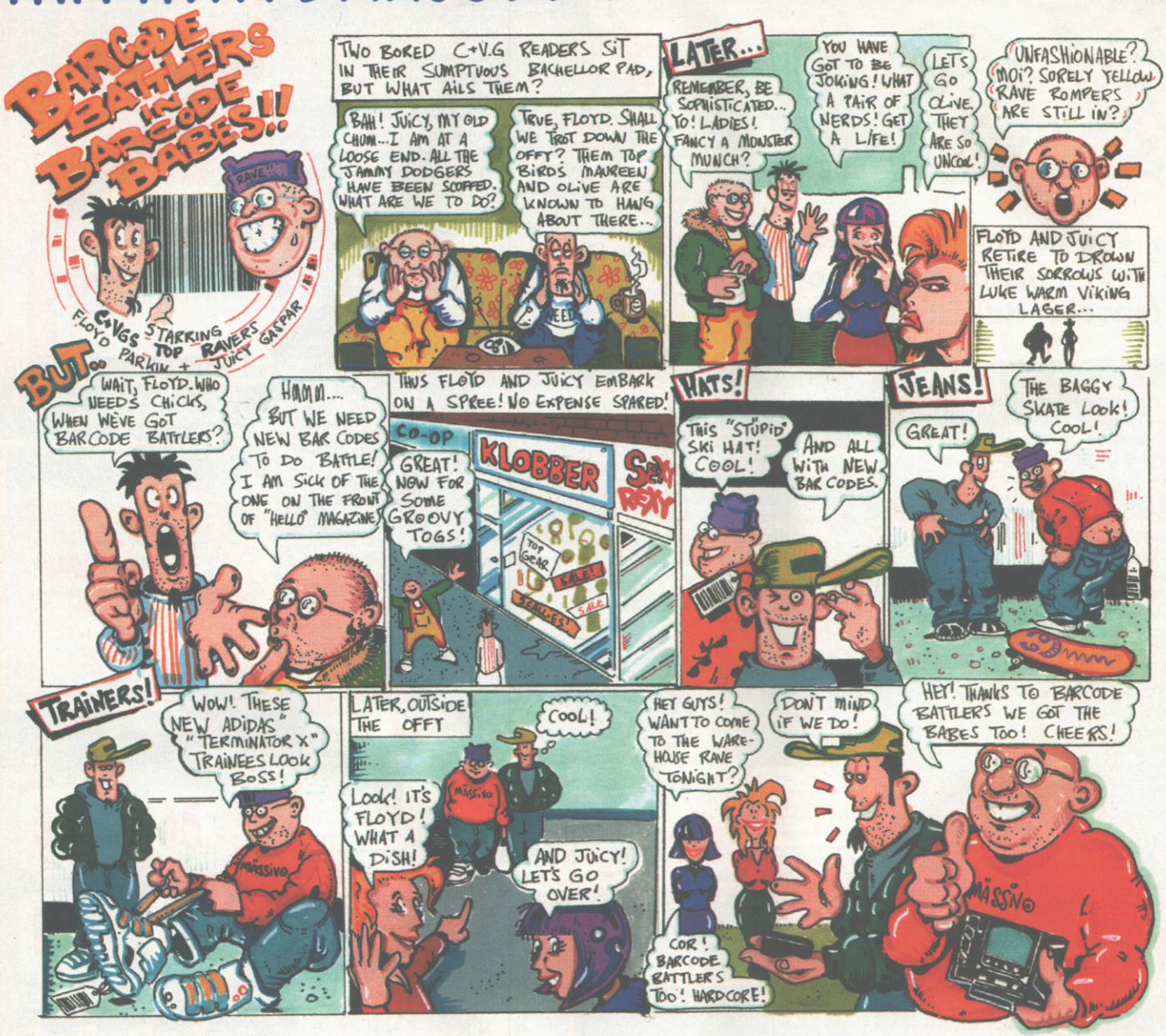

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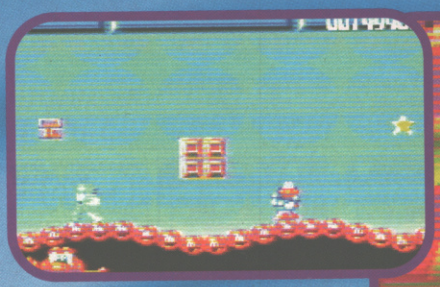
REVIEW

CD32 | by MILLENNIUM | £TBA

Out Now. Contact Millennium (0223 844894) for information.

Pond surfaces on CD, with more platforms than British Rail!



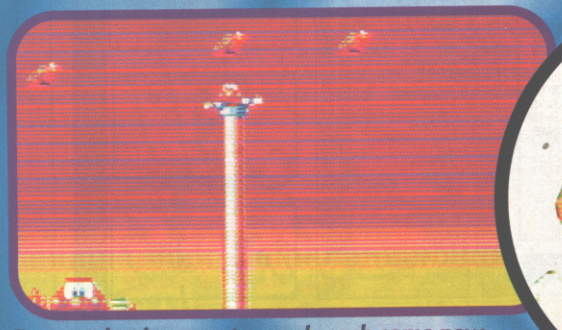
These Mr Frosties can give you a nasty bite . Jump on their heads twice to kill them.

JAMES POND 2

There was an old woman who lived in a shoe. . .

There's nothing quite like a fish caught in the frying pan — oops, I meant in action, and there's certainly plenty of that with the second adventure for our fishy hero, James Pond: Licence to Gill. (Groan)

This time he's been sent on a mission to thwart the dastardly plans of Dr Maybe, who has just taken over the central control of the toy factory at the North Pole. However, a number of toys are actually disguised as penguins carrying lethal explosive charges. Pond, whose codename is Robocod, has just 48 hours to destruct the penguins before they wreak havoc throughout the world at Christmas.



Put a spring in your step and reach some new heights (ha ha) to gain extra points and armour for protection.

Watch out for these flies. It's a pity you're not wearing insect repellent.

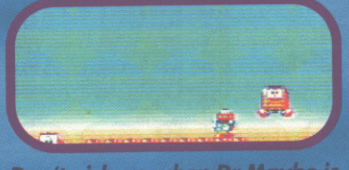
Smiling happy faces, but not for long if it's up to James.

Nine lives

There are nine parts to James' mission, starting off fairly easy in the sports section of the factory where you have to dodge giant boxing gloves and volleyballs. There's also the cuddly toy department where you have to rescue the stuffed animals before Dr Maybe gets his hands on them.

Mech mode

Before long you find yourself in the mechanical section where model trains, cars and crazy wind-up wheels chase you. Then there's bath time and board-games, castles, music and a grand finale at the Big Top. Phew! There are bonus points and secret levels scattered throughout the game, as well as extra lives hidden in secret coves, so search carefully in each level before you decide to move on because there is no turning back.



Don't pick up when Dr Maybe is in front of you, unless you want to be fed to the sealions at the North Pole that is.

VERDICT

A lot of work has gone into the design of this game and it has obviously paid off with the 2,500 colour screens used. The idea of the toy factory is great and Millennium has created quality backdrops, but there still is a lot of scope for improvement: there are too many open spaces. If you're looking for a fairly simple game then skip this, but those seeking a challenge, tuck in because there's loads of things to keep you busy for ages. Die-hard Pond fans should not be without it, if not just for the groovy CD soundtrack.

AMANDA TIPPING

ROAD RASH

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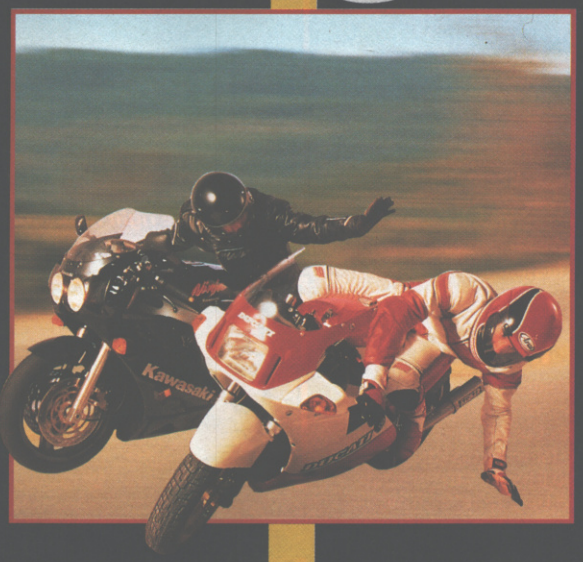

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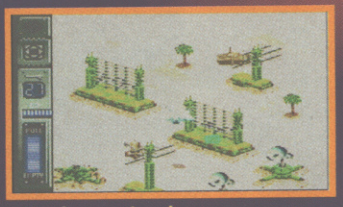
Out January. Contact System 3 (081-906 0899) for information.

DESERT FIGHTER

The Gulf War may be over, but the battle for the best game based on it could soon be won...

No more wars I hear you cry. Well tough!!



Tanks are in place, weapons loaded, prepare for conflict!

The Second World War launched a multitude of war films, and the Gulf War seems to be having a similar effect, only this time it's the videogaming industry that is reaping the benefits. Desert Fighter is the latest Desert Strike–style game to blast on to your SNES screens.

As part of the combined allied forces you have to battle it out across the war-torn deserts of the Middle East in an attempt to quash Sadaam Hussein and his troops. It's not just a question of blowing Saddam's troops away though, you also have to ensure that you do not upset the balance of power in the UN.

There are nine difficult missions which include battles with scud missiles, ammunitions dumps, bomb clearance factories and airfields, and the fight begins with you trying to achieve a successful allies landing.

Be careful not to bomb your own backside.

You choose which type of aircraft you want to fly, such as the A10 Thunderbolt II, which is a great tank destroyer, or there is the F15 missile plane and the A10, which isn't very easy to steer but it has a turbo throttle which can pick up speed.

At the beginning of the game there is a mission brief from the commander-in-charge who will tell you what to do. You cannot go on to the next mission until the first one is complete. (It makes sense doesn't it?) If you fail the mission you're crap and the game is over.

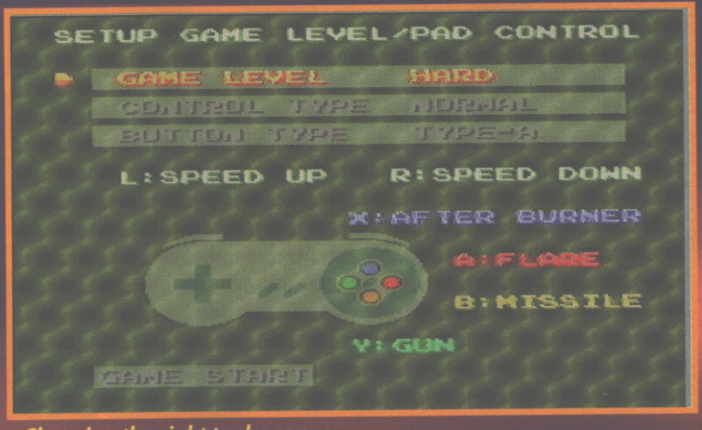
Battle

The various battle sites include the desert, cities, mountains, oil fields and factories but be careful you don't go to far with too little ammo because you'll have to travel all the way back to base to refill on missiles and fuel.

One nice aspect of the game is that you have to make important decisions which could affect the whole of the war strategy. It's a caring, sharing game of the Nineties, for instance if you bomb a city, peace groups will start campaigning, and if you blast an oil slick the environmentalists won't be very happy.

Finally what war wouldn't be complete without full media coverage? Unlike many other war games Desert Striker has not forgotten us hardworking journalists and there are 20 different news reports from TV station Global Network News.

All these extras add up to the making of a great game. It's hoped to be out in the shops on January 15, the third anniversary of the day war broke out in the Gulf, how tasteful.



Choosing the right tanks can affect the whole war strategy.

Why did Alfred chicken cross the desert? Sorry, wrong game.

Look, we've spotted Elvis. The King lives on!!

VERDICT

I'm not a fan of strategic war games at all, in fact I generally loathe them. That is until I came across Desert Striker. There is so much to do in this game and it isn't all about bombing everything in sight, which is what I usually do! The graphics look very realistic and the accompanying sound is just as good. You can really hear the engines of the planes and the bombs blasting on the ground and it doesn't glorify war at all, which is another bonus. It's challenging and gripping and I'd say worth every penny.

AMANDA TIPPING

MIGHT AND MAGIC

Dodgy D&D on the Super NES!

Good morrow young serf, and welcome to yonder village where a meeting with various alien forces awaits you. No, you haven't stepped back in time but you have walked into the review of possibly the dullest historical game on the SNES, which frankly makes homework seem interesting.

Gone are the days when Dungeons & Dragons was the latest craze. But in an attempt to revitalise them Might and Magic II tries to conjure up images of Labyrinth-type creatures who breathe fire and dribble slime. Mmmm.

Role playing gamer

Anyway, this is a role playing game for one player and includes the usual quirks such as hit points, character classes, experience levels and armour class. There is also a magical points system of spell-casting.

In the days when heroes were leather-clad heroes and women were scantily clad bimbos.

Unfortunately, me thinks you need extra points for working out what the hell is going on here, because it's taken me ages to try and fathom out what the storyline is all about, but it goes something like you being one of six characters who has to go from village to village, checking the castles and inns you come across along the way, and to pick up jewels and spells and fight off evil hatchet-wielding and sword juggling monsters.

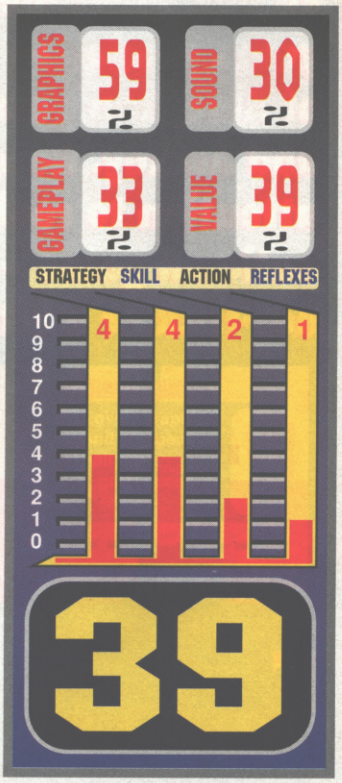
This is where the 'game' begins. Quit now while the going's good.

Sound fun? On the whole no. The graphics are quite good, but in these days of flash graphic adventures, you may just find that this text heavy game has past its sell-by date. ●

Amanda Tipping

Meet your local landlord. A pint of your finest ale, mate.

Out November. Contact Elite (0922 55852) for information.



SNES ▶ by ELITE ▶ £59.99

THE INCREDIBLE CRASH DUMMIES

Will the Dummies have a smooth ride from the Game Boy to the SNES?

Eek! The Crash Dummies' creator Dr Zub has been kidnapped by one of his own early creations – the evil Junkman. Junkman needs Zub to help him find the secret of his T9000 armour so he can develop an army of super robots to control the world.

Owners of Crash Dummies on the Game Boy will know all about the plot, and it wasn't a bad piece of software on that format, and neither is this SNES version – it's a complete stinker! The graphics are not bad by any means but seem so functional. Picture a colour Game Boy hooked up to a television and you're there.

Unlike you, most of the baddies in this game aren't 'armless!

Dr Zub gets kidnapped by the evil Junkman.

Look out for all the bonuses hidden away above the lamp-posts.

Sound is a similar story. Twee tunes and weedy FX hardly do justice to the SNES sound chip and apart from a hint of sampled sound here and there the presentation is ropey.

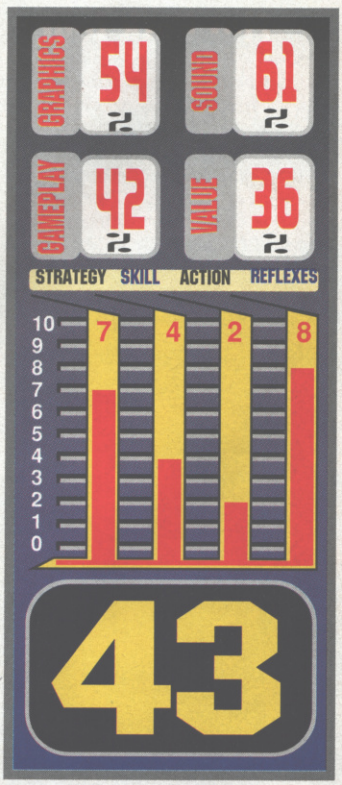
New money, old rope

Playability's the game's main fault, though. To put it bluntly there's nothing here you won't have seen done better a hundred billion times before. There's no challenge either. It's simply a case of running along platforms and remembering where the dangers are.

Most other games add some new feature to this unoriginal format but Dummies doesn't. Avoid this like you would a 10-ton truck driven by a drunk on a dark road in the middle of a particularly bad icy spell. ●

Rik Skews

Out October. Contact Acclaim (071-344 5000) for information.



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REVIEW | MEGA DRIVE | by ELECTRONIC ARTS | £49.99

Out December. Contact EA (0753 549442) for more information.

EA has spent the last couple of years producing brilliant versions of American games like football and hockey. Now it has turned its attention to real sport, our own national game – soccer. Will it be a hat-trick or a bit of an own goal?

FIFA SOCC

From somewhere unknown, like the third division, EA has produced a footy game which is apparently the most comprehensive available. It abandons the customary Sensi and J-League overhead and behind-goal perspectives, and also claims to be the most instinctive to play – allowing the use of bicycle kicks, turning volleys and shimmies with little effort.

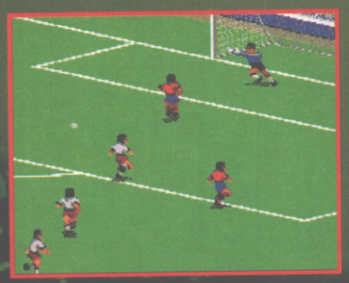
Flat back four

You'd be hard-pushed to outdo Sensi when it comes to options – but EA has tried pretty hard. One of the nicer ideas is the system used when the ball is booted out of play. Whenever a corner, throw-in or goal kick is given, a large yellow box is super-imposed on to the pitch. This acts as a rough guide so your attackers can be lined up, but it is only of real use for corners as goal kicks are basically just an opportunity to boot the ball as far upfield as humanly possible. The usual international sides are on offer and there are two play modes: action and simulation. There's little difference between the two but in sim mode players get tired as the game drags on.

Four-play fun

As with all recent EA Sports games, FIFA is compatible with the Four-Way Play adaptor. This allows two players to team up against another pair, or assorted combinations – including four against the computer! During the one-player game, the player under control is indicated by a large yellow star, which automatically shifts to the player you are passing to. However, for the four-player game, each participant is given a different-coloured star, and this proves confusing and rather tricky to piece together flowing moves because of the confusion of swapping between players.

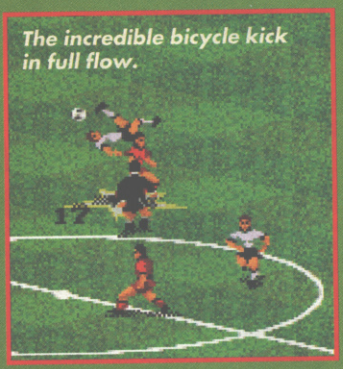
In addition, if the ball is punted towards your goal, it often proves tricky to switch control to the keeper to save it, resulting in goals which would even embarrass Stevie Wonder. Stick to the two-player mode we say...



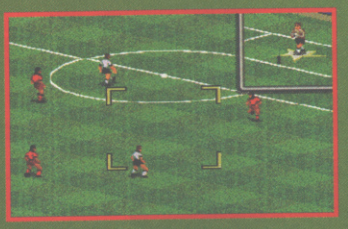
The goalie palms it away.

The best form of defence is always attack

EA has obviously looked hard at the on-field opposition, and the decision to base its game on an isometric pitch is brave but it works well. The usual problem of the player towards the bottom of the screen having their goalie obscured by netting is avoided because every viewing angle is clear and the fast-scrolling pitch ensures long balls are easily intercepted.



The incredible bicycle kick in full flow.



The goal kick system.

Gordon Banks to George Best

Of course if it looks like Ryan Giggs but plays like the England footy team then what's the point? Luckily FIFA is very playable but there's a nagging doubt over player control – it often feels like the computer's in control rather than yourself. Goalies are great and respond to every shot. However, when controlled by the computer, they prove too infallible, so for a more realistic and playable game it's always a good ides to switch them over to manual control – then you've got no one to blame but yourselves for mistakes.

Book 'im ref!

If there's one single thing that has been greatly enhanced by the isometric viewpoint, it's probably the fouls. As the two teams bustle around waiting for a corner kick, over zealous attackers can often be seen shoving a defender out of the way! What's more, if a sliding tackle arrives a little too late, the crocked player rolls around the floor clutching his shin in true John Barnes style. Sound too is very groovy. The crowd roar, sing songs and the atmosphere generated is just perfect.

VERDICT

Everything combines to make Electronic Arts FIFA Soccer a stunning footy game. Lurvely flowing graphics with brilliantly sized sprites and a different to the norm perspective. The sound FX are as realistic as you're likely to get without actually getting up off your bum and walking down to your nearest footy ground. And of course the delightful gameplay is a joy to be part of. While it could certainly do with having more control over events, as it is nothing can touch it. The game's done more than good Brian.

PAUL RAND

LET'S JUST SEE THAT AGAIN...

A long floating ball stretches into the oppositions' half. But there's no one there to meet it.

However, the ball dips sharply to the feet of the plucky mid-fielder.

Turning quickly, he wellies it upfield hoping that there's someone on the receiving end.

A diving header fails to make contact, and it looks as if all might be lost.

Thankfully, though, a winger gets to it before it runs off for a goal kick.

With a quick spin, he boots it in for a daring cross, but it looks like the goalie will get it first.

Butterfingers! Then the cross and it sails past him. Will it cross the line?

Of course it does! This box out would have been a bit pointless otherwise!

All that's left now is to head for the nearest night club for some fights and beer.

The ref must have seen that!

Up for the toss...

"It's not soccer, it's footie!"

MEGA DRIVE

PROS: The best footy game for the Mega Drive. Basically FIFA makes the rest look like first division strugglers.

CONS: Sometimes you don't feel in total control.

GRAPHICS — Lovely graphics and perspective all played at a great speed. **94%**

SOUND — Only if you live next door to Man City do you get more realistic sounds. **91%**

GAMEPLAY — Simplicity itself to play. It's an absolute joy to play. **92%**

VALUE — Plenty to keep you amused, worth every pound. **92%**

MISS OK **HIT!**

92

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Out December. Contact Acclaim (071-344 5000) for more information.

The Addams Family

The TV series was good, the film was great and the games released so far have been pretty hot too. Will the Game Gear version maintain the form?

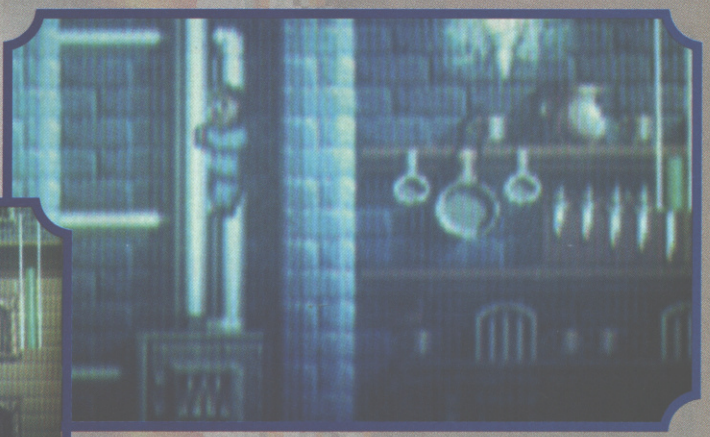
Boo! Hiss! Nasty old Abigail Craven has her eyes on the Addams' hidden family fortune. Abigail's so anxious to lay her hands on the loot that she will stop at virtually nothing to try and achieve her ghoulish goal.

Family problems

Poor old Uncle Fester has sadly been on the receiving end of one of Abigail's spells as part of her plot to get the loot, resulting in Fester becoming her unwilling partner in crime. Abi has also managed to imprison Granny and the adorable (if you're Gomez anyway) children Pugsley and Wednesday within the huge Addams family mansion.

Gomez is the character you control and your adventure begins in the woods near the mansion. There's plenty to explore outside your abode including a multitude of dungeon-based rooms. The aim though, is to find a key and get inside the mansion to try and discover just where it is that the family have been trapped.

Addams Mansion – desirable property, but has sitting tenants.

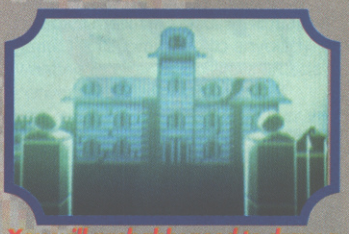


Gomez is your central character so it's up to you and him to save the family fortune from Lez Dennis (Eh? – Ed).

Massive mansion

Although there are only six levels the game is on the large side of enormous with each room leading to more and more rooms. Get a pen handy to make a map because it's too easy to get lost. There's also a number of bonus rooms dotted about the house and these can be entered as many times as you want.

This of course offers a great chance to stock up on power-ups and money. A number of power-ups are available for Gomez to use. A sword, for instance, can be used to slash and dispatch any ghouls that are floating nearby. Without it the only way for Gomez to rid himself of the foul spirits is to leap on top of them. With a flying hat (in the fez style of course) Gomez can fly but only for a limited amount of time. It also comes in useful for reaching otherwise inaccessible buildings at the top of the mansion. ●



You will probably need to draw a map to get through the mansion.

Gomez again. A shame really 'cos Lurch is my fave character.

There are tons of bonus rooms to explore.

"Game Gear Addams Family has lost nothing in its translation to the small screen. The graphics are superb with massive variety in the backgrounds combined with detailed and very well animated sprites. Discover a long lasting challenge that you should invite to live with you as soon as possible. I must warn you now though, it's tough going."

RIK SKEWS

9 LOOK	5 SOUND
8 FEEL	7 VALUE

PREVIEW

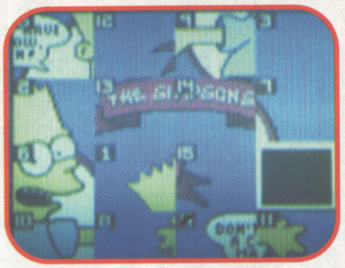
HAND-HELD GO! VIDEO GAMES

BART VS THE WORLD

Yo Dudes! The verbally challenged Bart is about to tour the world

Montgomery Burns, local nuclear power plant manager and Homer's boss, has discovered that Mr Simpson is almost entirely responsible for the plant's financial losses. Burns, though, has no intention of sacking Homer, he has other plans afoot...

Intent on revenge Burns rigs a Krusty the Clown art contest Bart entered so that The Simpsons win a trip around the world. This doesn't seem much like revenge, but at each stop on the tour a member of the Burns family is waiting to cut short the Simpsons' fun.



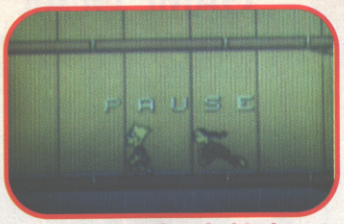
One of the sub games- move the tiles to form Bart's picture.

Treasure hunt

Bart, though, is intent on getting through his global treasure hunt because waiting for him at the end of it all is the grand prize – a special guest appearance on the Itchy & Scratchy Cartoon Show.

All this platform action takes place in far flung places including China, Egypt, Hollywood and the North Pole as Bart attempts to pick up Krusty the Clown souvenirs while defeating the baddies.

The game has a number of sub-games, one of which includes controlling Bart on a skateboard as he whizzes horizontally across the screen, at the same time as trying to pick up bonuses while avoiding hazards such as large pot-holes.



Look out Bart, he's behind you!

Select a game option from here.

Puzzler

There are also two puzzle games; the old 'slide the tiles around to form a picture' type and the 'lots of face down cards, flip two at a time, remember them, flip 'em back and try to pair them up before you make five mistakes type.

Although we've only seen a preview version the game already looks good, with faithful recreations of the loveable Groenig characters. Keep 'em peeled for a review soon.

Rik Skews

Flip the cards two at a time, then try and pair them up.

GAME GEAR ▶ **by ACCLAIM** ▶ **£29.99**

REVIEW

HAND-HELD GO! VIDEO GAMES

Oh goody! Another Jurassic Park game!

JURASSIC PARK

How much has the movie made? £469 million, that's how much. It's rocketed to the number one slot in the all-time biggest films chart – and it's not even been released in some countries yet! Jurassic Park's a biggie, and now the Game Gear version's out to capture some of the spoils.

You control Alan Grant, paleontologist and gung-ho kinda guy, who's got to battle his way through Isla Nublar (that's the name of the island on which Jurassic Park's situated), tranquillising the escaped dinosaurs as you go. What this converts into is a five stage mixture of platform and driving action, with you pootling along in a jeep while taking out dinos on the road, then continuing on foot to tranquillise the beasts. There are weapons and items galore to collect, and you'll need to use them wisely to succeed.

This place should be large enough to store the film's takings!

I wish I owned the rights to this!

Enjoy

Unless you're fed up of Jurassic Park, then it's worth giving the Game Gear version a look. Although there's five levels, you can only access the last one if you get through the first four without using continues, which is a nice touch, especially because, if you do use continues, then the game's quite easy to get through. Graphically it's above average, and there's a nice animated intro and even some sampled dinosaur roars. Not as good as the film, but GG Jurassic's nevertheless enjoyable.

Paul Rand

LOOK	SOUND	FEEL	VALUE	OVERALL
7	7	8	7	75

GAME GEAR ▶ **by SEGA** ▶ **£29.99**

Out November. Contact Sega (071-373 3000) for information.

REVIEW

HAND-HELD GO! VIDEO GAMES

THE OTTIFANTS

Elephant antics on your Game Gear!

It's not the most immediate animal that springs to mind when coming up with video game characters, an elephant. Hedgehogs, definitely. Lemmings, without question. Squirrels, hmm, at a push. But elephants? But that's what Ottifant is and he stars in this conventional, if colourful, platformer on Game Gear.

The aim is to escape each level by collecting baby elephants which are dotted around the stages, then making your way to the exit. You can only leave a stage if you've picked up the required number of bairns, but some of the babies transport you to secret bonus rooms for extra points. You can also grab ice lollies – collect three and you're given a mystery bonus.

That's the boss. Not impressive.

When I see an elephant fly!

Ot stuff

That's the gameplay, but there's a bit more to Ottifants than first meets the eye. Being an elephant, Otti has one hell of a hooter, and he can use this to suck items towards him – in the basement level, for example, he can suck over a cart to his side of a spike-filled chasm, allowing him to ride over to safety. There are buttons to jump on to make hidden objects appear, moving platforms to ride – the whole kit and caboodle, in fact. Who needs spiky hedgehogs, eh?

Paul Rand

Fine game, sad name.

GAME GEAR ▸ by SEGA ▸ £27.99

Out November. Contact Sega (071 373 3000) for information.

REVIEW

HAND-HELD GO! VIDEO GAMES

DOUBLE DRAGON

Billy and Jimmy Lee come a thumpin' and a kickin' on to the Lynx.

Billy and Jimmy have to rescue their friend Marian from the clutches of the Shadow Boss and his henchmen with the help of their martial arts skills. This is essentially a horizontally scrolling beat-'em-up where the baddies come thick and fast and vary from those which take just a couple of hits to massive sprites which take far more pounding.

The Lees hit the Lynx!

Time for a sharp exit.

To help dispense the baddies to silicon heaven numerous weapons can be picked up including whips (missus!) and baseball bats. Apart from the baddies there's also natural hazards to watch out for such as broken bridges.

Whip-crack-away!

Passé

This is basically the arcade game and the sprites are large and well animated. There's a lot of variety in the backgrounds and enough of a challenge to keep attention. Down points? Well, apart from the game being prehistoric there's a lack of moves compared to modern beat-em-ups and no variety in the way baddies must be killed. Essentially a game I'd recommend to anybody wanting as near as possible arcade conversion of a classic game. If you're looking for a Streetfighter 2 clone though, look elsewhere.

Rik Skews

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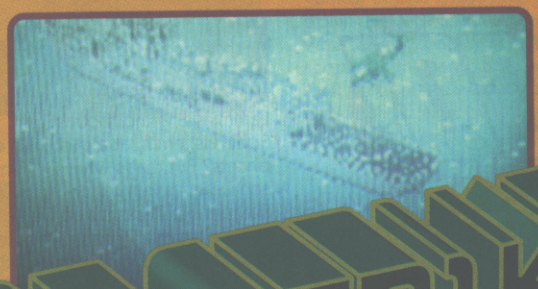
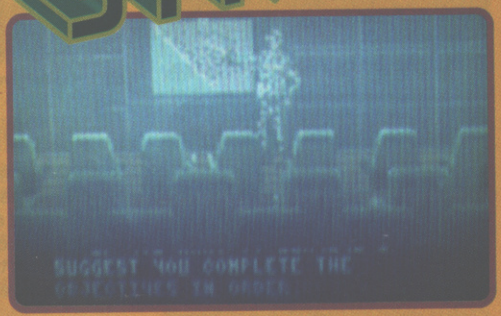


DESERT STRIKE



It's not Iraq you're fighting, honest.

Saddle up your A-64 Apache and take to the sky to destroy anything that gets in your way, in this stonking Lynx conversion

Helicopters are ace aren't they? You obviously think so because you're a top pilot fighting scumbags wherever they raise their nasty little head. One guy in particular is grabbing all the headlines at the moment. He's General Kilbaba and it's up to you to give him a good kicking.

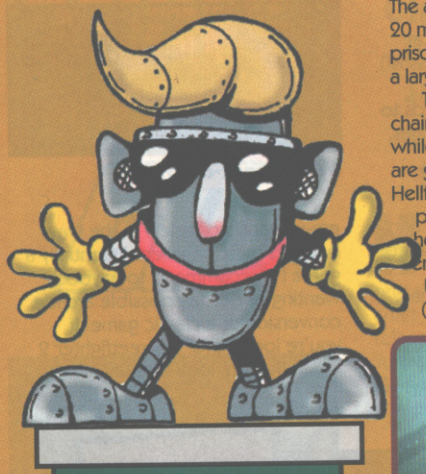
Campaign

The action takes place over more than 20 missions. These vary from helping prisoners break out of jail to destroying a large biological weapons complex.

There are three types of weapon: a chain-gun is best used on weak targets while the Hydras (unguided missiles) are good all-round weapons; the Hellfires are guided missiles and very powerful, put them to good use on heavily fortified targets such as enemy bunkers.

Unfortunately weapons are limited (although you'd have to be some trigger-happy maniac to use up the cannon ammunition!), as is the fuel, but luckily there are supplies scattered around the landscape. These can be winched on-board.

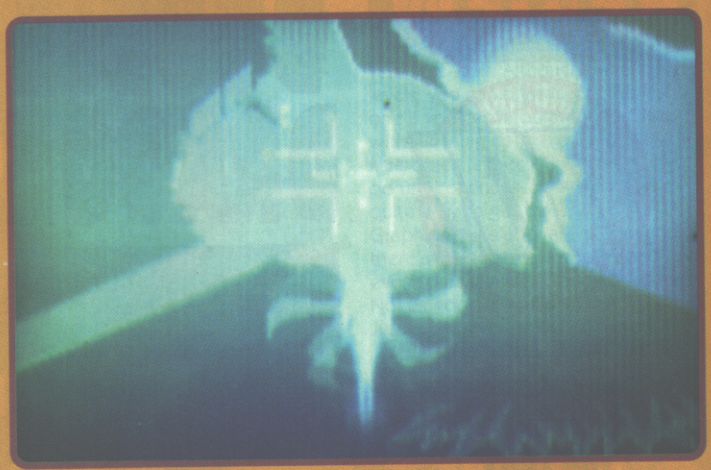
Missing in action soldiers wander about and if these are winched up and dropped back on a landing pad damage is taken off your armour, something else that is limited.



This is a brilliant conversion of an already excellent game. Great graphics which are wonderfully smooth, realistic sound and superb gameplay. It's challenging, long lasting and what you could call the thinking person's shoot-em-up. The only down-point I can think of is the lack of variety in the weapons. Overall though, the game gets a giant thumbs aloft.
RIK SKEWS.

Listen it's some other Middle East country, not Iraq, OK?

Well alright, maybe it is Iraq, but don't let on, right?



It looks like the Batcoptor, doesn't it?

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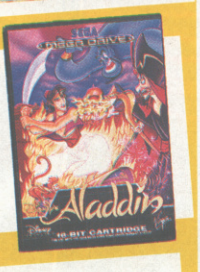

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CHEAT MODE

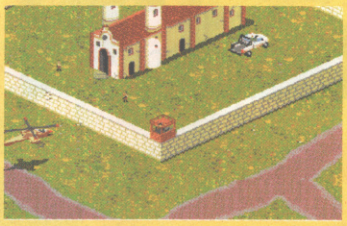
Winter's certainly here now, so, while you're huddled in front of that flickering fire toasting your marshmallows and sipping hot chocolate, spare a thought for me, Amanda, having to grin and bear trekking through frosty Farringdon to reach the office and find a stacks of cheat modes for your favourite games.

The thing is, my life would be made a lot easier if some of you great readers (Stop creeping – Ed.) could find it in your hearts to send some of your very interesting tips because my fabulous brain is running a bit low. So while you ponder making your Christmas present lists to Father Christmas, take an extra sheet of paper and drop me a line including your most excellent cheat hints. Ta! Send them to Christmas won't be Crackers without my Cheat Mode, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

MEGA DRIVE

CAMPAIGN ONE

CAMPAIGN TWO



CAMPAIGN FIVE

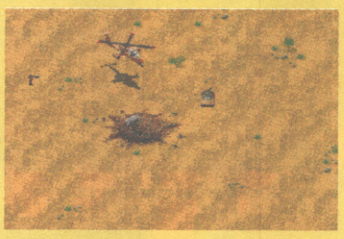
JUNGLE STRIKE

Our international stylish magazine even has dudes writing to us from as far away as the Far East, just to show off their game knowledge. Take Jason Yip for example, who sent us hot tips on all the campaigns in JUNGLE STRIKE on the Mega Drive:

Campaign 2	RLS6MHGJX7D
Campaign 3	9VSD3WNSF3N
Campaign 4	XTSMDYBX6GG
Campaign 5	VNH3BXTNPJK
Campaign 6	WSCB7MGJ3XZ
Campaign 7	THGD3BXVWLR
Campaign 8	TGY96ZDYK9G
Campaign 9	N4FHVRWT7FT

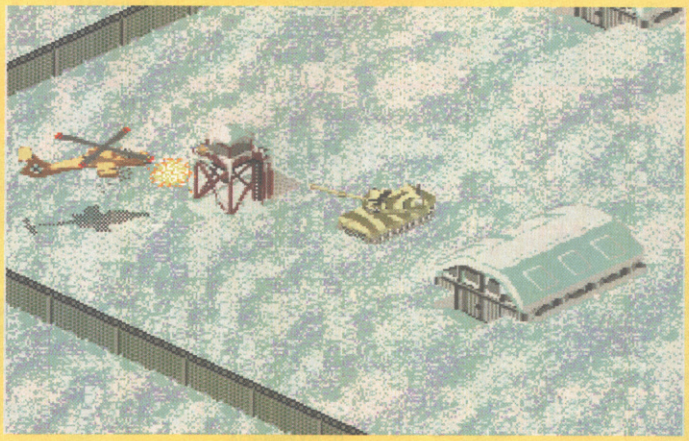
(12 lives)

Thank you for that Jason, I'm sure it'll enhance our lives greatly.



CAMPAIGN THREE

CAMPAIGN FOUR

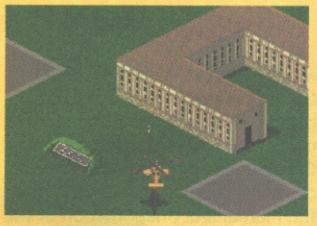


CAMPAIGN SIX

MEGA DRIVE

CAMPAIGN SEVEN

CAMPAIGN EIGHT



CAMPAIGN NINE

GAME GEAR

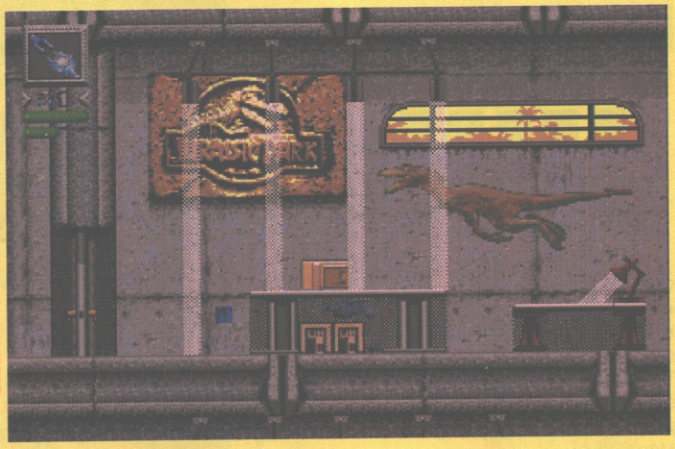
MORTAL KOMBAT

Mortal Kombat, Mortal Kombat? Don't you guys ever get round to playing anything else on that machine you bought two Christmases ago? As if we haven't devoted enough column inches to the martial arts phenomenon of the year, Tino Coelho of Hyde in Cheshire has written in with some Kombateering hints of his own. His tips are for the Game Gear version... Turn the Game Gear on (excellent start, mate). Hold down buttons 1 and 2 and start, then rotate the pad clockwise until the screen shows 'Now entering combat'. It should go straight on to the character selection screen; select a character, ie sub zero. When it says 'finish him', do the character's normal death move and a head ripping off sequence will follow and there will be blood on normal hitting scenes.

MEGA DRIVE

I bet that hurt!

Oh dear. Dr Grant looks like he's loused it up.



Leaping Velociraptors ahoy!

Scary, isn't he?

MEGA DRIVE

JURASSIC PARK

Hey you! No not the person who's peering over your shoulder (they can go and buy their own copy); no, we mean you, dear CVG reader. Played Jurassic Park on Mega Drive? Well you'll be grateful to Gareth Jones of Mid Glamorgan for giving us the passwords then, won't you?

Dr Grant, Level 2: 2KDJJ01A
Raptor, level 2: I21G0016
3: 4LR53051
3: K21G0018
4: 6UFS105L
4: M21G001A
5: 8VBVK2HO
5: 021G001C
6: AVVV04HK
7: CVNVR4HH

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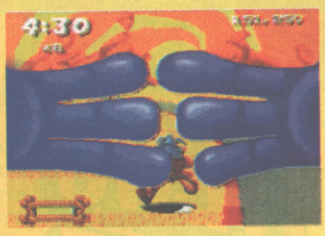
TAZMANIA

The party animal of the year has got to be cartoon star Taz and we've got a monster load of tips to get this game on the road.Taz's tummy is rumbling and he needs food now (much like new Amanda 'breakfast/elevenses/afternoon tea' Tipping). He has constantly got the snack attacks and needs to eat. So what does he do? Take a trip to the local supermarket? Raid MacDonald's? No, Taz is on the look-out for kiwis, large cute yellow-feathered birds, which are nifty on their feet. The best way to catch them is to run behind them button-bashing the 'catch' button. Then dash up and down the road and gulp them down. There's a variety of creatures and vehicles on the roads to either help or hinder Taz, so be sure to watch out for these characters...

Didgeri Dingo.

He rides a scooter; if Taz runs behind him he will throw him a package to eat. To grab the package, press the Y button repeatedly. There's usually nice food or roller skates but beware of the harmful booby traps.

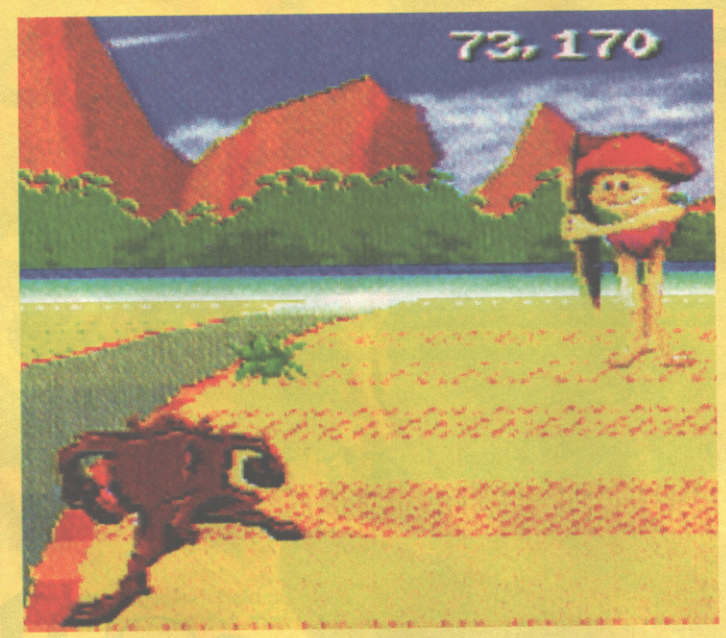


Wendal T Wolf

Annoying little bird that jumps on Taz's back and puts his paws on Taz's eyes making it difficult to see. To get rid of him just use the tornado spin.

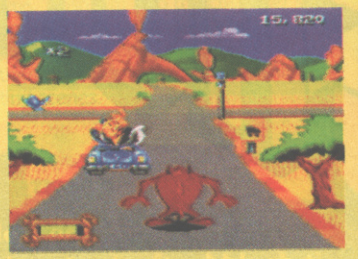
Pterodactyl

Avoid this prehistoric predator at all times. If he manages to get hold of cute little Taz he transports him back to the beginning of the level.



Strange Archer

And strange these things certainly are. They pop out from the ground and fire lethal arrows at Taz.



Buddy 'yuppie' Boar

This boar can be a bit of a bore as he zooms up and down the road in his leather jacket clutching his mobile phone. He's rather perilous and is prone to mowing Taz down. So watch out, otherwise you could well end up looking like a skidmark.

Acme Tour Bus.

Talk about a mad driver? Has he just passed his test or what? He swerves from one side of the road t' other and will certainly kill Taz if he strays into his path. You can hear him beeping to warn Taz to get out of the way.

She-devil.

She just loves Taz, but she can ruin the whole game if you are not careful. One kiss from her puckered lips is deadly. Stay well away, no matter how amorous you're feeling.

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(SNES/PC/RAGE)

16 NIGEL MANSELL
(GB/NINTENDO)

17 STAR WARS
(GG/MS/SEGA)

18 TUFF E NUFF
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(MD/CODEMASTERS)

20 DARKWING DUCK
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(Sega/Domark)

5JURASSIC PARK
(Sega)

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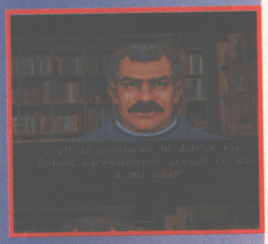

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ARCADE ACTION

SUPER STREET FIGHTER 2 — THE TOURNAMENT BATTLE

BY CAPCOM

BEAT-'EM-UP

1-8 PLAYERS

Much has been written about the hottest release in the arcades since the first Street Fighter 2 game, but only within the last few weeks have a select band of players been able to play the machine for themselves, and make their evaluation on whether its better than the original. The machine on test in one of London's special evaluation arcades is not the normal Super Street Fighter, launched in Japan last month, but an exclusive Tournament Battle edition that allows up to eight players to compete in this enhanced version against each other. You know

Down at the Electrocoin Arcade, one lucky young whippersnapper gets his sweaty paws on one of the first linked Super Streetfighter machines in the country. What we want to know is, why isn't he at school?

the basic score; get into a ruck with the other battlers in the Streetfighter competition and fight it out for the title of Champion.

The real benefit that Super Street Fighter has to offer is the new linked action game. In prototype for some time, Capcom have allowed four cabinets to be connected together for simultaneous action never seen before. Players can buy in at the beginning and select characters (the machine even allows players to fight with the same character if they want.) They can also start a battle towards being the champion of the tournament. After each scrap the winner moves up the ranking until he is the best of the rest.

One disadvantage with this is that the players have to actually move seats at the end of a game, depending on their ranking, which can become complicated to follow when you're in the thick of battle.

All the graphics have been improved, new moves added to some of the more familiar characters. This is a must to play if you love the cartridge or arcade original. It's the next logical step – more characters, more moves and more friends to beat up. If you thought the Streetfighter phenomenon was reaching its end, think again.

Kevin Williams

The main differences between Super Street Fighter and the original include the addition of four new players, with nine special moves.

Cammy - Spiral Arrow and Cannon Spike Kicks

T Hawk - Condor Dive and Skull Buster Punch

Fei Long - Fire Fury and Blazing Flare Punch

Dee Jay - Rapid Fire Uppercut, Double Rolling Hook Kick and Air Slasher.

These new characters pad out this enhanced version of the game much more than past upgraded SF2 boards such as Streetfighter 2 Turbo Edition and Hyper Fighting.

With 16 characters to play with, brand new special attacks and a link-up, 8-player tournament option, Super Streetfighter 2 makes all other beat-'em-ups look decidedly not very good!

Meet Dee Jay, one of the four new fighters in Super Streetfighter 2 - The Tounament Battle. He's a well-hard, well-huge battler with an array of special moves and attacks that'll help him hold his own.

GRAPHICS	93
SOUND	90
GAMEPLAY	93
OVERALL	92

SUPER FATAL FURY

BY SNK

BEAT-'EM-UP

1-2 PLAYERS

Launched against Super Street Fighter 2, Super Fatal Fury also derives from a successful beat-'em-up pedigree. The original was loved by arcade players in America and Japan, knocking Street Fighter 2 off the top spot when launched. Will the sequel do the same?

From a player's point of view the game does not look anything special, sporting only more selectable characters, some new backgrounds and a jazzed-up soundtrack. But SNK's fighting games depend on their playability rather than just fancy graphics.

For those who have not played the original, the story is that 12 of the world's best fighters are summoned to take part in a televised fighting match, hosted round the world, with the battler who survives all the different stages, including bonus skill events, becoming World Champion. Super Fatal Fury has the original list of twelve characters boosted to fourteen, now taking part in the renamed 'Grandmother of all Battles!' The players will find each character enhanced both in reaction times and special moves available.

One of the main selling points of the original and, indeed, this game is the special foreground and background jump feature, allowing players' characters to jump from the front to the back of the screen, which gives the game much more depth of play than previously on

offer. This is still only an enhanced version of the original though, offering slightly improved Fatal Fury action to keep up with releases from other manufacturers rather than a complete reworking of the original, and with this in mind, players may be disappointed with what they get.

Kevin Williams

GRAPHICS	75
SOUND	70
GAMEPLAY	85
OVERALL	83

SAMURAI SHOWDOWN

BY SNK

SLASH-'EM-UP

1-2 PLAYERS

Are you tired of beat-'em-ups and beginning to think there's nothing new? Well think again, because SNK have released a game that is a breath of fresh air when it comes to stale old fighting titles.

Samurai Showdown involves a selection of 12 characters with different skills competing against enemy opponents, using a mixture of fancy sword play, fighting techniques and spectacular powers to defeat a growing number of enemies. The storyline to Samurai Showdown tells of Samurai, Ninja and Knights being gathered to medieval Japan to defeat the malevolent 'Satan's Shogun'. The players use special talents to attempt to defeat his murderous followers, using weapons, explosives and their animal friends.

Samurai Showdown has everything. All that is missing is the kitchen sink. Players have great fun trying out each character's special talents, as well as defeating selected opponents. The graphics are stunning and the characters interact with backgrounds when fighting, cutting boxes and vegetation to ribbons when flashing their swords about.

Another great feature of the game is the 'zoom-in, zoom-out' effect that keeps the action in the centre of the screen. The game really is thrilling, with you having to beat off the opponents with a mixture of specially timed sword chops, magical spells and button punching action as you try and win the advantage.

Everything in Samurai Showdown is well rendered, with gushes of blood appearing everywhere when fighting, making other games look tame. It's about time companies starting looking at other genres other than the Streetfighter style, and with Super SF2 about to clean up, it's a good time to diversify. This is one you can't afford to miss.

Kevin Williams

GRAPHICS	89
SOUND	85
GAMEPLAY	85
OVERALL	90

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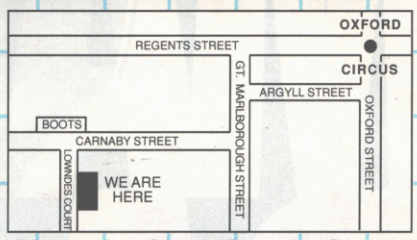

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YOB'S MAIL BAG

UGHQUICKPASSTHEDOMESTOS! Welcome to another award-winning edition of the most environmentally unsound letters page known to man: the one, the only, YOB'S MAILBAG. This is the place you'll find all the answers to your most burning questions and the odd slapping from the greatest name in games. If you reckon you're up to the standards set on these pages, or just want to know about games, fire off your wrinkly little writings to: SO WHAT IF I'LL NEVER MAKE MENSA? AT LEAST I MIGHT GET MY LETTER PRINTED IN YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, there's a quite ridiculously huge ONE HUNDRED POUNDS for the best letter of the lot and a kick in the quackers for the rest...

THORA HIRD

£100 WINNER

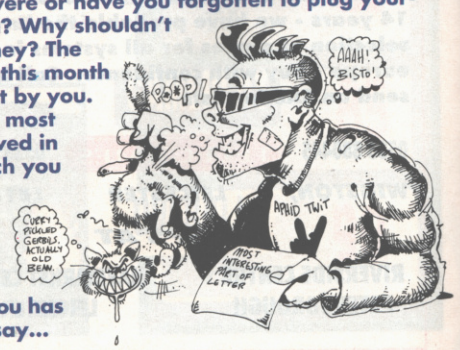
Dear YOB,
This is the first time I have written to a mag, and I know I risk you calling me a brain-dead saddo and so on, but I've just got to get this off my chest: everyone's forgotten how good home computers are. Nowadays everyone goes on and on about consoles, and all people want to know is which is best out of the Mega Drive and the SNES. Well, I've got a SNES and I think it's pretty good. I've also got an Amiga, and I've got to say I think it's better. Sure, consoles have the biggest games like Streetfighter and Sonic, but Amiga games have tons more depth and have a lot more thought put into them. I don't know why this is, but I spend a hell of a lot more time on the Amiga and the games are cheaper too. I've seen other letters from people who own PCs and they say the same thing. Just look in the swap sections of the mags and you see people swapping their cartridges all the time because they're bored with them. Sometimes you can get sick of a console game in less than a week, but that's very rare with Amiga games. I'm sure you're going to say that I'm talking out of my bum or something, but I think a lot of people will agree with me and they're just too scared to say it because consoles are the big thing at the moment. You don't have to print this letter, but thanks for taking the time to read it.
PHILIP OWEN
Dorking, Surrey.
PS Is it worth me getting a CD^{32}? Are they going to release a disk drive for it, because with all the Amiga games available I think it needs one.

YOB: As much as it pains me to say it, you're absolutely bloody right. Here at CVG we have access to every machine under the sun, and it's always games like Sensible Soccer, X-Wing and and Elite 2 we end up playing all the time. On the whole, you can count the evergreen console titles on one hand, but you'd need a million fingers to count the classy computer games doing the rounds. As for your question about CD^{32}, my lowly-placed sources tell me there could well be a disk drive for precisely the reason you've stated. Your letter makes a lot of good points and makes them very well, so I've decided that you've won the cash. Congratulations. Suddenly I don't feel very well...

ESTHER RANTZEN

Dear YOB,
Firstly, I'm cacked off with everyone taking the rise out of you. I'm sure you're quite a respectable gent. Secondly, I wish everyone out there would stop begging for the 100 quid.
RUSSELL HAMMOND Northampton
PS My cat has let rip.

YOB: Sorry, is there any point to anything saying? When you were stuffing this letter into the envelope did you chuckle with glee at how clever you were or have you forgotten to plug yourself into the socket again? Why shouldn't everyone try for the money? The cash is up for grabs and this month it's been swiped - but not by you. In fact, this has to be the most pointless letter I've received in quite a while, and as such you receive Yob's Anal Retentive Award for proving yourself even less intelligent than a Butlins regular.
PS Well, at least one of you has something interesting to say...



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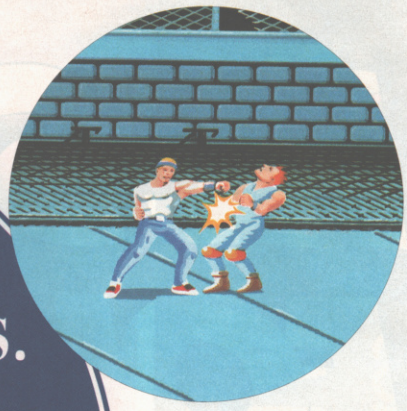

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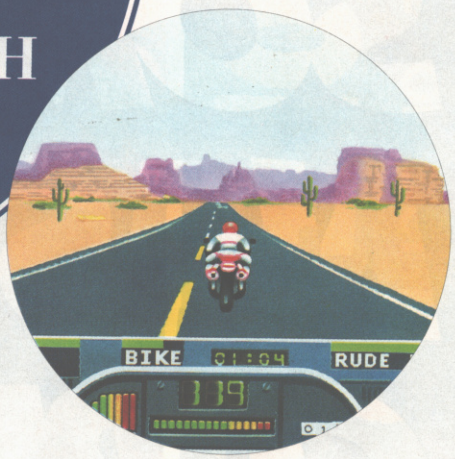

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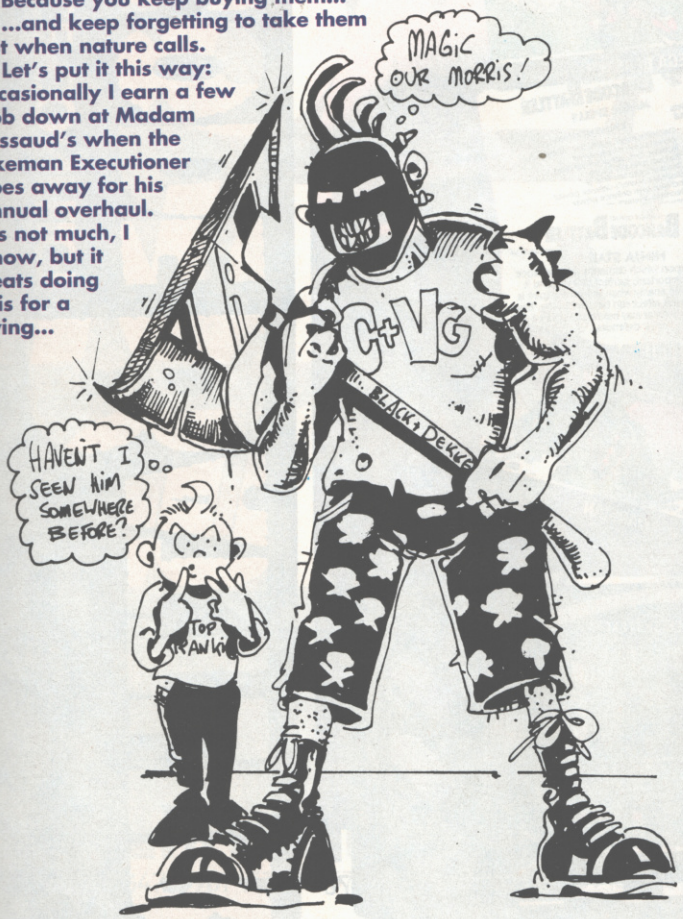
PENELOPE KEITH

Dear YOB,
I am writing this letter because I reckon you are safe from the pictures. questions?
1. You know in issue 138 where you had to tick boxes. How do I know if I've won or not?
2. In issue 140 can you please have more drawings of characters?
3. How much would you give the Master System?
4. How much would you give the PC Engine?
5. Why do Master System Joypads cost so much?
6. Why do Master System joypads break so easily?
7. What do you really look like?
SORRYI FORGOTMYNAME
Somewheresad

YOB: 1. You count up all the boxes you ticked, subtract the number of boxes you crossed, multiply by the number of boxes you left blank and divide by the size of your IQ. If your answer is the square root of the nearest cubed multiple of 16.8 you could be in with a winning chance. On the other hand, you could always invest in some exploratory cranial surgery to isolate the problem, and that's the course of action I'd recommend.
2. Dear Stu, The utter stupidity of this question leaves me lost for words. You may wish to take over here...
3 and 4. Depends what they're prepared to do.
5. Because you keep buying them...
6. ...and keep forgetting to take them out when nature calls.
7. Let's put it this way: occasionally I earn a few bob down at Madam Tussaud's when the Axeman Executioner goes away for his annual overhaul. It's not much, I know, but it beats doing this for a living...



KATE ADIE

Dear YOB,
I would like to justify the crapness of SF2 on the SNES/arcade. I'd rather eat my dog. I'd like to say that I'd burn my house just to play Super Mario Kart. You will think that I'm crazy but I'm not.
ALI HMAIDAN
Lebanon
PS All my friends buy a SNES just for SF2, but I don't agree with them. They must get Super Mario Kart.
YOB: I would like to justify the crapness of Ali's sad letter. It was crapply written on crap paper in a crap envelope with a crap stamp featuring some crap old bloke and a crap postmark. I'd like to say that I'd rather blowtorch my backside than read another of his letters. You will think I'm joking but I'm not.PS All my friends say I should go round Ali's house and punch his lights out, but I don't agree with them. Lebanon is much too far away.

MARY WHITEHOUSE

Dear YOB,
ENOUGH! (I quite agree – YOB) Please, no more letters solely made up of questions. It was a laugh at first but the novelty has really worn off. There are more important things going on in the games world that no-one seems to give a damn about - like the price of console games, lack of originality and most important the impact so-called experts have on games. (Y – YOB) Like it or not, it's a fact. Remember the outcry over Night Trap which forced Sega to slap a 15 certificate on it? And now Mortal Kombat is subject to mass hysteria from concerned citizens. (A – YOB) Yet nobody batted an eyelid at Prince Of Persia (getting sliced in two) or at that oldie Barbarian. (W – YOB) Remember chopping off your opponent's head and that little goblin dribbling it off screen? Don't let them get away with it! (N - YOB)
DEAN REILLY
Birmingham

YOB: If anybody out there would like to prove to Dean that they really do give a damn about the important points he has raised, write to me at the usual address. Are games too violent? Is he really as ridiculous as he sounds? Are Birmingham people thick or what?

MARGARET THATCHER

Dear YOB,
Whilst looking through the August edition of GO! I noticed you were boasting about seeing Jurassic Park a full three weeks before us plebs. For the majority of readers this is true, but for me it isn't. Due to me living in Cyprus I am able to buy Jurassic Park, Cliffhanger, Last Action Hero and many other top films for £3 totally legally, if you know what I mean. So I've seen the film a whole three weeks before you plebs. Ha Ha!
Yours non-plebby
TONY BRENT
Cyprus

VANESSA REDGRAVE

Dear YOB,
I would like to ask a couple of questions: 1. Which in your opinion is better: SNES or Mega Drive.
2. Is there a release date for SFII on Mega Drive? If so, when?
3. Is the Menacer better than the Super Scope.
4. Are there any Rugby League games on either console? Thanks.
JASON MORAN
Darwin, Australia.
PS Be serious when answering this.
PSS Say Hi to the kids at Sanderson High School!

YOB: 1. The SNES is technically a better machine, but the Mega Drive's got more games and, deep breath, I think Special Champion Edition Streetfighter is even better than Turbo.
2. Now. It's ace, by the way – as fast as Turbo on the SNES and with a brand new Match Mode unseen anywhere else.
3. Nope. They're both as completely crap as each other.
4. Imagineer's International Rugby is pretty good on the SNES, and currently the best rugby game around. There should be a sequel coming soon as well.

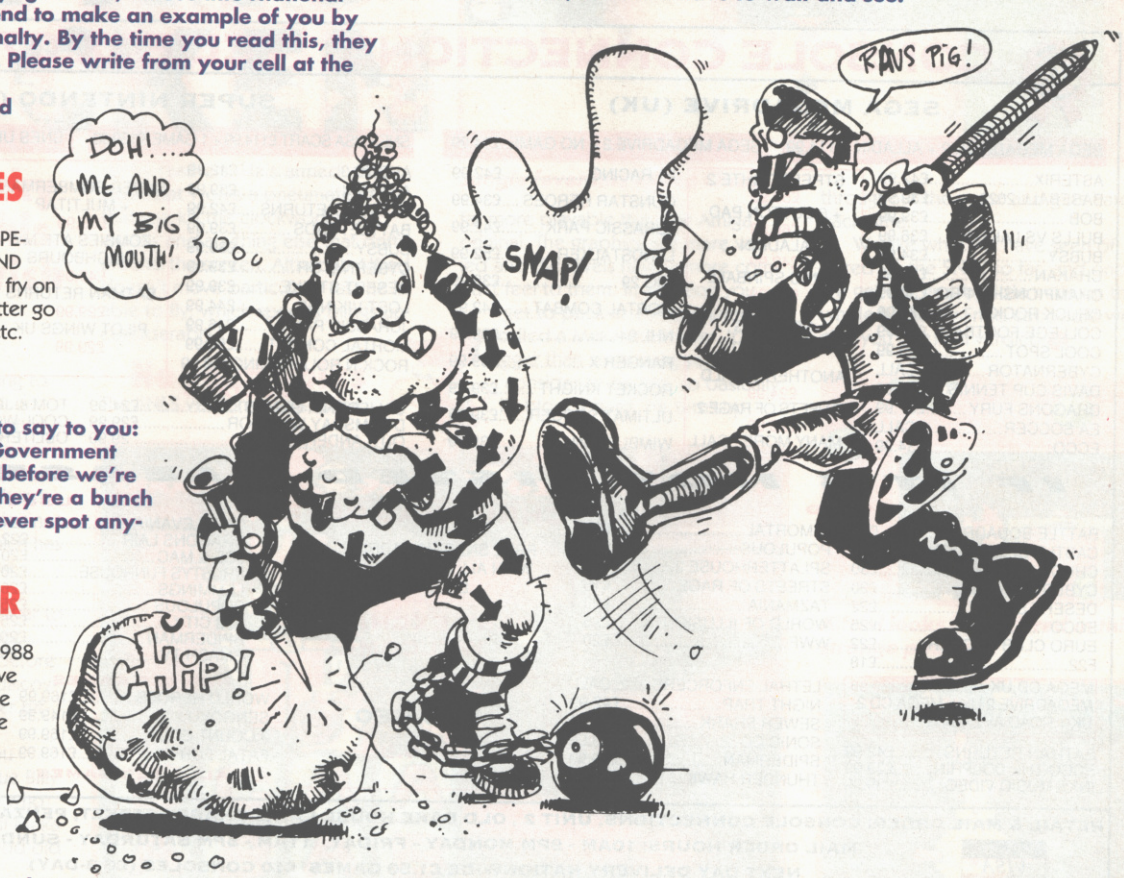
lack of support for the PC Engine in this and every magazine for as long as I can remember. If you want my opinion, NEC (makers of the Engine) are the finest console manufacturers in the world, but for whatever reason only die-hard gaming fans have ever really discovered them. Fans like us are a minority, and CVG has to take that into account when planning its issues. Although we'll keep covering the machine, big specials are currently out of the question. All this might change with the arrival of NEC's new 32-bit monster, but we'll have to wait and see.

YOB:Your rather sad letter and details have been passed on to the Federal Bureau Of Copyright Theft, whose inte rnational agents assure me they intend to make an example of you by pressing for the stiffest penalty. By the time you read this, they may already have arrived. Please write from your cell at the labour camp and inform us once again how cool and clever you are.

PRUNELLA SCALES

Dear YOB,
Why the hell does (DELETED BY SPECIAL ORDER OF HM CUSTOMS AND EXCISE, SOLIHULL BRANCH) eggs fry on a rock in Alaska! Oh well, I'd better go now. Keep up the good work, etc.
BENJAMIN LEVY
Allwoodley, Leeds

YOB: I have just one word to say to you: now, all I hope is that the Government Censors don't scratch it out before we're allowed to print the mag. They're a bunch of... you know, and they never spot anything.

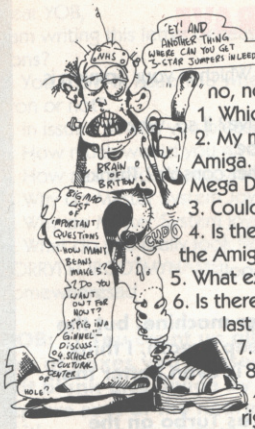


NORMA MAJOR

Dear YOB,
I have read CVG since October 1988 and have one complaint: why have you never done a complete guide to the PC Engine? The only feature I've seen was four pages in issue 137. Come on, how about a Complete Guide.
DOUG ORR
Burnley, Lancs.

YOB: If you're the regular reader you claim to be, you'd know I've been banging on about the criminal

ANN DIAMOND



Dear YOB,
I am one of those sad folk with some really crap questions. You're probably thinking 'Oh no, not another one' but I'm still gonna ask them.
1. Which is better: the Game Boy or Game Gear?
2. My mate has got a Mega Drive and I have got an Amiga. Could you tell him that Amigas lick the pants off Mega Drives because he doesn't think so.
3. Could you tell me the location of Bombay Bob's?
4. Is there any Mickey Mouse games coming out for the Amiga?
5. What exactly is SF Turbo?
6. Is there going to be a new Amiga advert because the last one was worse than the Bold Colour ad.
7. What happened to Tim Boone?
8. In issue 139 you said to Daniel Jones that Mario 4 is better than Sonic 2, but I think Mario 4 is a right pile of horse cack.
9. Is there going to be a new series of BAD Influence? If so, when?
10. Is Sonic 1 better than Sonic 2 on the Game Gear.
11. Is there really 100 quid for the best letter or do you just say that so people will write in?
12. If there really is a 100 quid, give it to me YOB old pal.

D BRITTON
Leeds
PS My brother thinks you're dead funny.

YOB: 1. Game Boy. It's got more games, they're miles better – Zelda is completely skill – it's easier to carry around and the batteries last longer. Who needs cacky colour when the games are as good as this?
2. Hmm. I'll tell him this: the Mega Drive's got some unbeatable games – Gauntlet 4, Sonic 2 and Special Edition Streetfighter – but the Amiga is still a kicking machine with some incredible games which get better all the time. Check out Sensible's new World War II shooter as soon as you can because it's brill.
3. 94 yards North of the public convenience in Farringdon Lane and an equally convenient 10 minutes from central London's Tropical Disease Research Laboratory.
4. I think there are a few 'edutainment' packages featuring the squeaky rodent, but they're a bit cacky and best avoided. Capcom holds the rights to Disney arcade games, and it's doubtful they'll develop anything for the Amiga unless somebody sublicenses it, which is unlikely.
5. It's this month's OAP Magic Word. Just approach any sleeping person of pensionable age, get right up to their ear and bellow "SF Turbo!" as loud as you can. Provided your parents are nearby you'll receive the reward you so richly deserve.
6. I sincerely hope not.
7. Paul Rand murdered him.
8. Well, by law you are entitled to your insignificant opinion.
9. See question 6.
10. Y-up.
11. Yes.
12. No.
PS Your brother is probably as confused as you. Get him to write in with a dozen stupid questions and we'll hold a contest to discover which of you is thickest. Mark your envelope "Not Brain of Britton" at the usual address...

BARBARA CARTLAND

Dear YOB,
On Flashback on the Mega Drive cannot get off Level 1. I have gone to the energiser but when I go to the machine that says you need a fully magnetised cart it doesn't work. What am I doing wrong?
STEPHEN KESSEL
Ardrishag Scotland
YOB: Living?

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PREVIEW

SNES

by MINDSCAPE

£49.99

JANUARY

Stage of Development

95% Complete

ALFRED CHICKEN

This is where little Alfie starts his adventure. We wish him cluck

Jungle fever hits Alfred Chicken.

Alf has a plucky plan to find his friends. We wish him cluck.

You'll not find CVG resorting to any cheap chicken yokes; no not us, we'll leave that to the other sad mags!

Alfred Chicken's having a quite a year. After entering the Christchurch by-election earlier this year he's since appeared in his own game which has gone down pretty well with the clucky computer press.

Now he's winging his way over to the SNES so if you've not read about the game before here's your chance to discover just what all the feather ruffling's been about.

Alfred's mission (should you choose to accept it) is to rescue Billy Egg and all his yolk-like friends who have been captured by the evil Meka Chickens by taking part in a good old fashioned platform romp.

Alfred, being the battery powered hen he is, has a number of tricks up his feathers. He's armed with a beak that works a pneumatic drill that can kill the clockwork mice, worms and anything else that drifts around the screen. Although Alfred doesn't move particularly fast he is able to fly, which speeds things up considerably.

No road yolks

The SNES version seems to be far more playable than the Amiga original. The graphics are more varied and the levels have a more compact feel to them. In addition you get to peck at a new character called a Meka Chick Boss. It's bigger than something you might consider to be big, so basically its bloody hard. He turns up throughout the game and gets harder each time.

We like what we have seen of Alfred on the SNES so far, and once we get our grubby little mitts on the whole Kentucky Fried caboodle we'll give you our final verdict.

Alfred feeling a little edgy (ho ho).

Alfred looks bewildered in this strange puzzle.

Alfred puts a spanner in the works to complete his mission.

PREVIEW

AMIGA/PC

by THE SUN

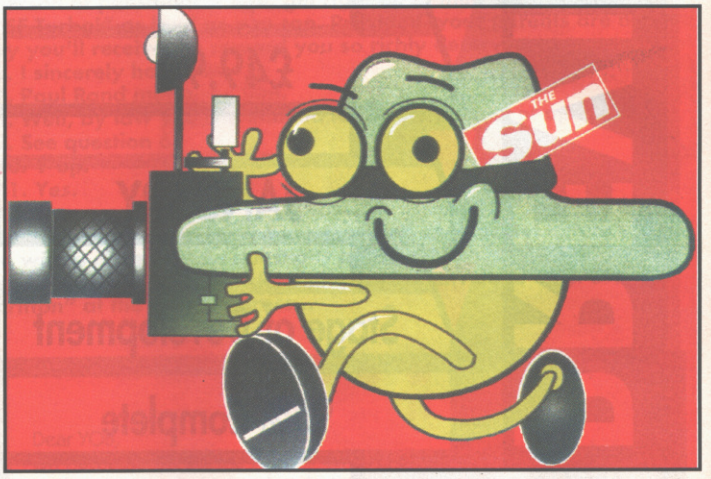
£19.99

DECEMBER RELEASE

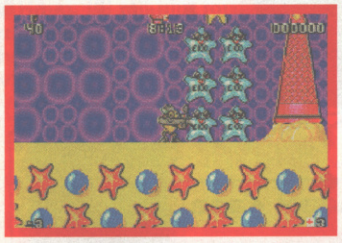
Stage of Development

90% Complete

SNAPPERAZZI



Fancy being a paparazzi photographer? Well now you can join The Sun's staff and do just that...



'Snap' up the money by photographing it.

Snapperazzi is an ace paparazzi photographer, and is also the central character in The Sun's 'sensational' venture into the world of computer games. Snazzi, as he's known to his mates down at Wapping, must collect rolls of film to take photos of celebs. You know, the kind you see of Madonna, Take That and the CVG staff out on the raz in The Sun everyday (if you buy it that is, and Rand does so that's how we know). By snapping the stars Snazzi is rewarded with cash. Extra money is earned by collecting jewels and treasure.

Freddie Starr

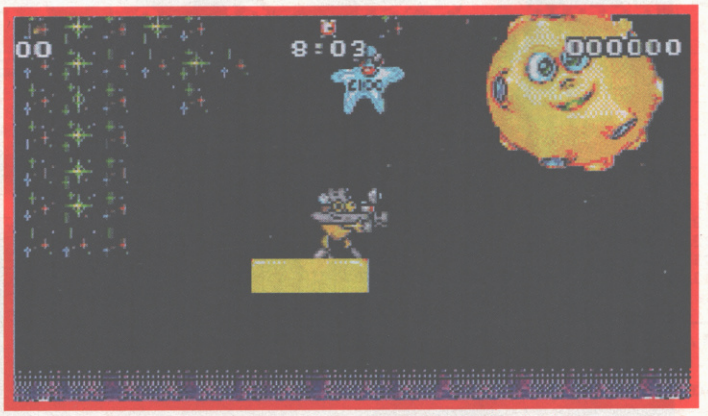
This tabloid-type fun platform game is set over seven levels, each of which is sub-divided into three parts. The ground level is where Snazzi must take photos of three major celebs. After this is achieved it's off underground where parts of a spaceship need to be found.

When Snazzi has enough pieces gathered then he can resurface and jump into his spaceship where it's time to chase and snap three more major celebs.

As you might have guessed, Snapperazzi is sponsored by Domino's Pizza. The star seems happy about it.

Now there's a far-out backdrop is ever there was one!

One of the Page Three girls you've got to rescue!

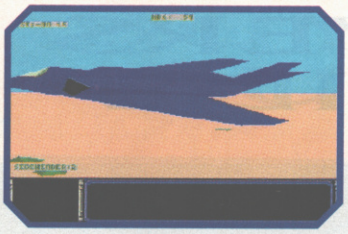


Is that star attached to Snazzi or what? And why is the moon looking at you in a funny way?

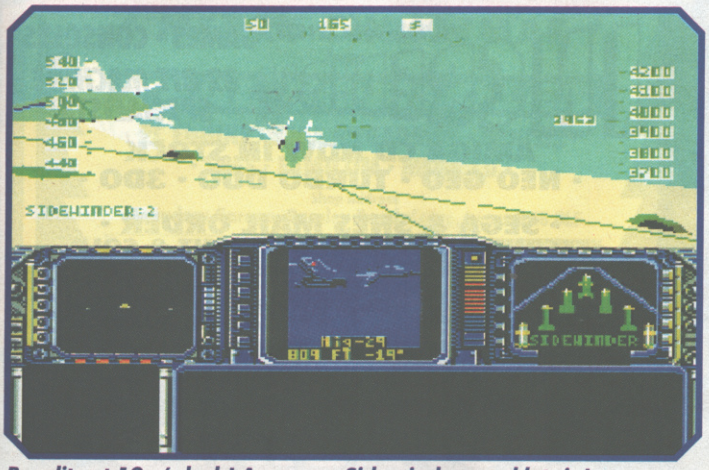
Gotcha!

Snapperazzi also features 16 random sub-levels. These take the form of simple reaction and memory tests and include a shooting gallery (where you take pot shots at a variety of major celebs), and Snap (yes, the card game) where celebs must be matched in pairs. Each sub-game lasts a minute and the idea is to clock up as much cash as possible before snapping back into the game. The game's nearly complete so keep an eye out for it and the review around Christmas.

F117 MEGA DRIVE • ELECTRONIC ARTS • £TBA



Is it a bird? Is it a plane? Erm, yes, it is.



Bandits at 12 o' clock! Arm your Sidewinders and let rip!

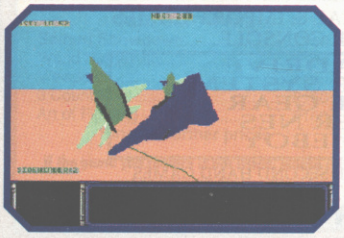
New from EA and the team behind the incredible helicopter flight/combat simulation THX comes F117, a game based around yes, you guessed it, the F117 Stealth Fighter. Using a souped-up version of the THX engine, F117 features everything you'd expect from a combat flight game on Mega Drive – and you don't have to muck about with untold amounts of keys!

You're given a number of missions to fly in a variety of world hotspots, with most of them calling upon you to destroy set targets such as enemy bunkers, SCUD missile launchers and other attack planes. The beauty of Stealth is that the enemy can't see you until you're very close to them, giving you the perfect opportunity to sneak up, blast away and then scuttle back out of the danger zone before the bad guys know what's hit 'em.

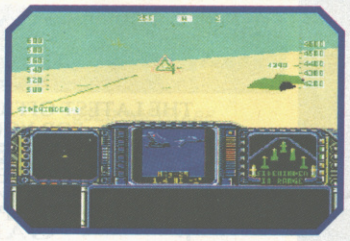
No medals for you.

There are the customary stack of outside views for you to watch the action from, including spotter plane and a view from the enemy's cockpit. Select different weaponry to do the job, and make sure you don't get lost by following your position on the map. We'll be taking a more in-depth look at F117 in a short while – at the moment it promises to be very interesting. ●

Paul Rand



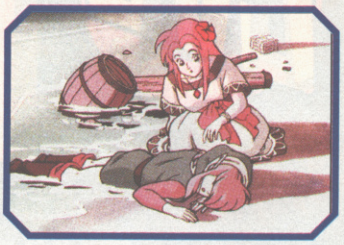
Don't let the BAA know.



F117 looks a treat!

NEW YEAR RELEASE

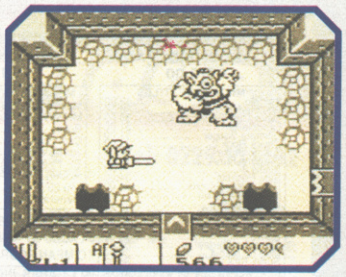
ZELDA GAME BOY • NINTENDO • £24.99



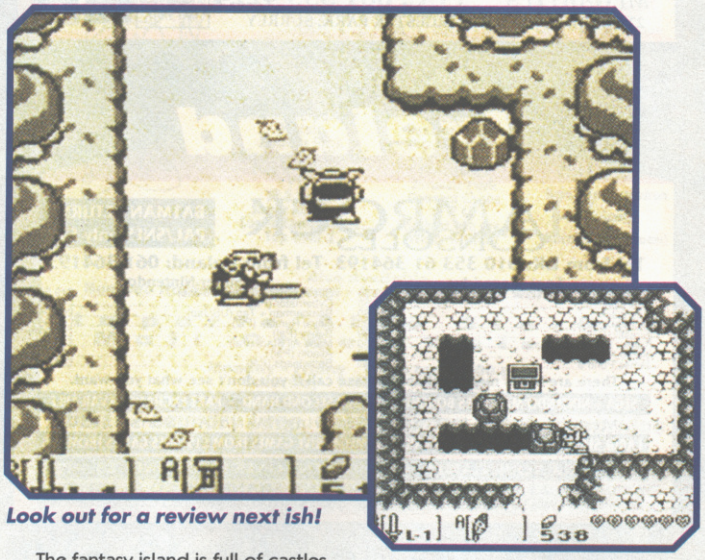
Not exactly a barrel of laughs.

Once upon a time there was a mystical island of Koholint where you were found washed up on shore after your ship was wrecked during a terrible thunder storm. The enchanted island was unique for its massive giant egg which was crowned the central mountain. Legend has it that a mythical creature, the Wind Fish, lies sleeping inside the egg.

OK. plot over with, basically your task is to unravel the mystery of the egg, as well as finding your sword and other belongings which were washed ashore.



RPG action that's looking good.



Look out for a review next ish!

The fantasy island is full of castles, palaces, dungeons and nine labyrinths hidden under moving rocks. But you can't enter a dungeon unless you find the hidden keys to unlock the door. There are also loads of powerful monsters and creatures, as well as a plethora of magical items and weapons including a sword, shield, power bracelet and magic powder to help you round the maze-type island.

As if you haven't got enough to look for, there are also treasure chests and musical instruments to collect, which help you solve the riddle of the Wind Fish.

There are a lot of people you'll meet on the island, including the wise old man, some kids and shopkeepers, who offer advice on helping you complete the adventure.

If you can work out the complicated map this should keep you intrigued for ages. And if you give up you can always save the game so you don't have to start right from the beginning which is cool. And, like all superheroes, if you complete the riddle you'll get to find the beautiful Princess Zelda. Look out for a full review soon. ●

Amanda Tipping

NOVEMBER RELEASE

Contact Nintendo (0329 822565) for more information.

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PREVIEW

MEGA DRIVE

by US GOLD

£49.99

DECEMBER RELEASE

Stage of Development

95% Completed

Winter OLYMPICS

US Gold has a years-old tradition of publishing Olympic-themed games with a compilation feel to them. Ice woman Amanda Tipping gets her ski mittens on the latest....

Can't afford to go to the Olympics this winter? Don't worry, let them come to you in the form of the Mega Drive game which is based upon the official 1994 Olympics in Lillehammer, Norway.

During the 12-month design of the game, negotiations have taken place with the organisers of the Olympics. The game is now a licensed product of the XVII Olympic Winter Games in Norway, which take place on February 12 and last for 16 days.

This is not the way to ski. It's not big and it's not clever.

Ladies and Gentlemen take off your mittens and give a warm welcome to all the contestants of the 1994 Winter Olympics. May they light your fire too!!!

You've got to be fit to try your skill at the biathlon.

But instead of standing in the freezing cold watching the games live you can relive the events and have a front seat ticket in the comfort of your own home.

The heat is on the ice as the skaters race round the track.

Realism

There are 10 spectacular events, including bobsleighing, speed skating, ski jumps and even moguls in this game for one to four players, which should appeal to sporting enthusiasts of all ages. And Winter Olympics is very realistic — you can even be easily disqualified.

Attention had been paid to the graphics – especially the way the skiers jump, twist and crash. There's even a nice touch with the trees blowing in the wind so the skier knows which way to jump to get the best score.

In true Olympic fashion the game starts at the prestigious opening ceremony with the skier zooming down a steep slope holding the torch, until he comes to rest at the bottom of the hill where all the players are standing on parade in front of a crowd while a band plays. It's quite smart actually and there's even a closing ceremony to finish it off, there's no Desmond Lynam though.

Options

If you don't want to compete in the Full Olympics to start with (if snow's not your forte), then you can play the Mini Olympics, which omit the opening and closing ceremonies and have a smaller number of events to take part in.

There's a training session for beginners, too, where you can improve your technique and speed on all events.

There are 10 events to choose from. Here we see the initial, cross-country stages of the biathlon. Note the shooters on the back....

Winter Olympics can be played in eight languages and typical names from each country have been selected to add that international flavour, if you should choose to play a character from one of the many participating countries, which include Sweden, Norway, Portugal, France, Spain, Germany and Italy (there are 16 in total). The publishers, US Gold actually wrote to the sponsors and asked for a list of surnames from abroad just to ensure accuracy. Looks like this might be a classy addition to the genre. ●

THE EVENTS:

DOWNHILL: Dodge the flags and try to steer down the slippery slopes in this fast-moving event. To pick up extra speed you can crouch down, but don't go too fast or you will end up crashing into clumps of trees.

SUPER G: Another version of the downhill event but on a different track. This one's slightly more difficult.

GIANT SLALOM: Yet another downhill track with bends-a-plenty – and it's not at all easy! At least there's the crowd to cheer you along in case you get into difficulty....

SLALOM: Fed up with the flags yet? Well don't be because here's yet another alpine track to keep you from toppling over on your skis. If you ski into difficulty in any of the above four events try and keep your eyes on the tracks in the snow made by other contestants. They can guide you in the right direction.

FREESTYLE MOGULS: One of my favourite events despite its stupid name. Steer your way down the extremely fast moving and icy track. If you go too far up the ramp you can roll over and ice sprays all over the place. It's a little unrealistic: in the real Mcoy the sleighs aren't built to crash but, hey, it makes the game all the more exciting.

SKI JUMP: Build up plenty of speed as you plough down the hill. Don't try any fancy manoeuvres though because you'll land flat on your face and be disqualified.

BOB SLEIGH: Good team spirit is needed in this fast downhill icy race, don't leave your team mate behind.

LUGE: Strapped firmly into your sleigh, steer with precision down the course which spirals down the icy mountain. This one will sort out the novices from the experts – so stay on track at all times.

BIATHLON: This one's a bit tricky and it's very exhausting. First of all you have to ski down a slope within a certain time limit, using your ski poles to guide you. Then it's straight over to a shooting range where you have to hit as many targets as you can.

SHORT TRACK SPEED SKATING: This is a real button-bashing event where you have to skate as fast as you can round the rink. There are four laps and four contestants .

At the end of every event the results are displayed on a score-board. If any of the players win something, a medal ceremony takes place and the details are displayed on a separate table. There are also current Olympic and World records to view. Pretty neat, eh?

From the sneak preview we have seen of Winter Olympics it looks like it could well do justice to the licence.

PREVIEW

PC/AMIGA

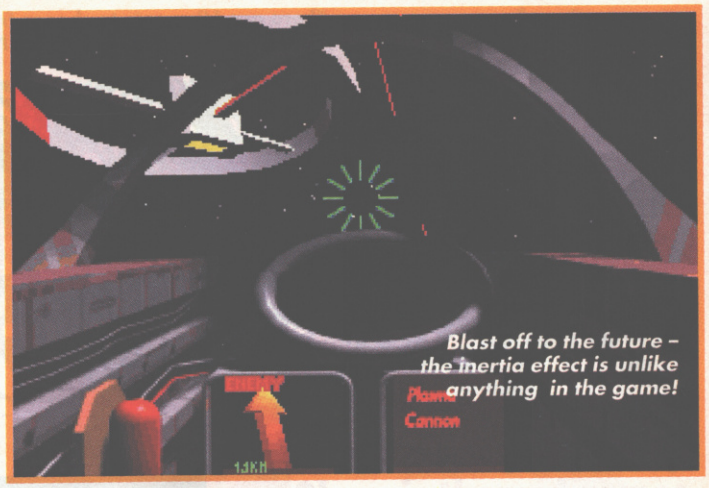
by MINDSCAPE

£TBA

OUT NEW YEAR

Stage of Development

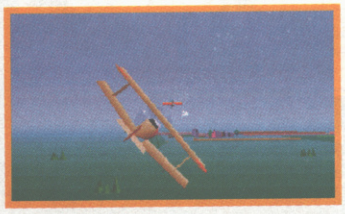
70% Complete

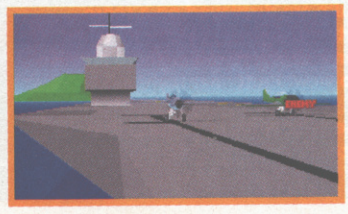


Blast off to the future – the inertia effect is unlike anything in the game!

Cor blimey! One of the outside views in Evasive Action.

EVASIVE ACTION





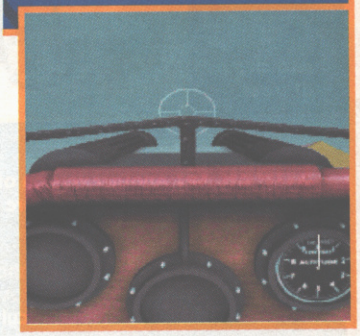
Want to fly the century's best combat planes – and beyond? Mindscape gives you the chance!

When it comes to flight sims, there's little argument that the PC is king. But what if you want to just storm in there, all guns blazing, without having to worry about which of the eight million keys raises your flaps? Enter stage left, Mindscape with its brand new flight combat game, Evasive Action!

Top-hole

The player can fly in one of four time zones – World Wars 1 or 2, 1993 and in the future, with relevant aircraft to suit the scenario. Then it's up, up and away into the wide blue yonder to take on the enemy! This is pure, seat-of-your-pants dogfighting, and the different planes react to your controls as they would in real life. There's not just shooting to be done, though, you can perform stunts, successful completion of which replenishes weapons or repairs damage done to your plane. And it's not just a one-player game, either; play in split-screen mode (surely a first for a flight game), or link up via modem or cable to another PC and keep your screen to yourself – great fun.

We've seen a 70% completed version of Evasive Action, and it's looking the part. Graphics are really something, especially the shaded planes which whizz around the screen with frightening smoothness on a 486 (be careful, 386 owners – it won't be as smart on your machine). Where this game comes into its own is in two-player mode though – battling away on your own would become a little tiring after a while, but shove a mate at the keyboard and you'll really have a battle on your hands. Look out for a full review soon! ●



It's always good to have an outside view.

Choose which plane you wish to fly your mission in.

All guns blazing in the future scenario – looks good!

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PREVIEW

SNES

by JVC

£TBA

CHRISTMAS RELEASE

Stage of Development

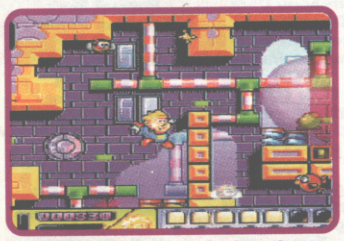
95% Complete

MAGIC BOY

Could it be magic for JVC with this nifty SNES puzzler?

Every dog has its day, and this one looks like it's about to.

Cutesy games, out of fashion? My lord, no – or at least, not according to JVC, whose follow-up title from the brilliant Super Empire Strikes Back (reviewed last issue – 94%) is a deceptively addictive platformer very much in the Bubble Bobble mould.



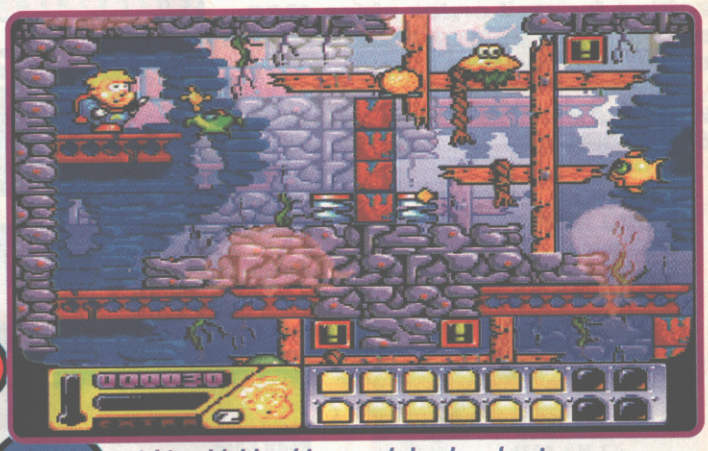
Leap, sproing and dodge that dodgy-looking bird!

Now that's magic

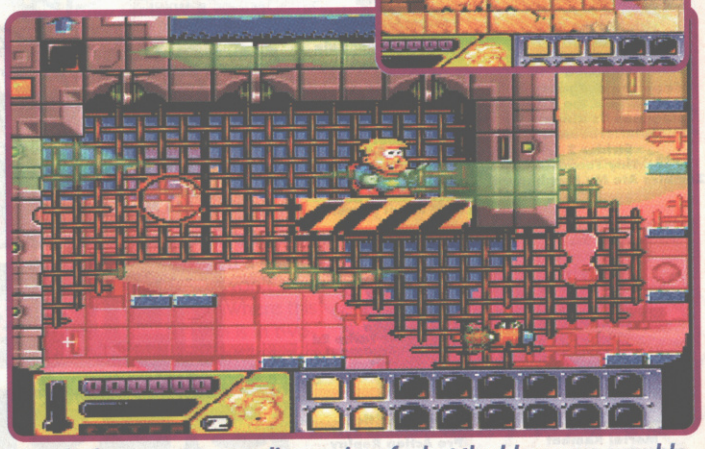
You take on the role of Magic Boy, whose task it is to search the levels and rid them of monsters by first shooting them and then depositing them in boxes at the bottom of the screen. Sounds simple? The basic essence of the game is, but once you get down to it, you'll find that nothing could be further from the truth!

As you'd expect, there are all sorts of surprises in Magic Boy, among them disappearing platforms, slippery walkways and time itself because, once you've captured some baddies, if you don't grab the rest quickly enough, the ones you've got escape and roam the stage once more! There are an impressive 64 levels in all to wade through, made of of lands such as Plastic Planes and Water World. We were quite impressed – see if the finished article lives up to our expectations next month.

Magic Boy should be following that arrow to the right!

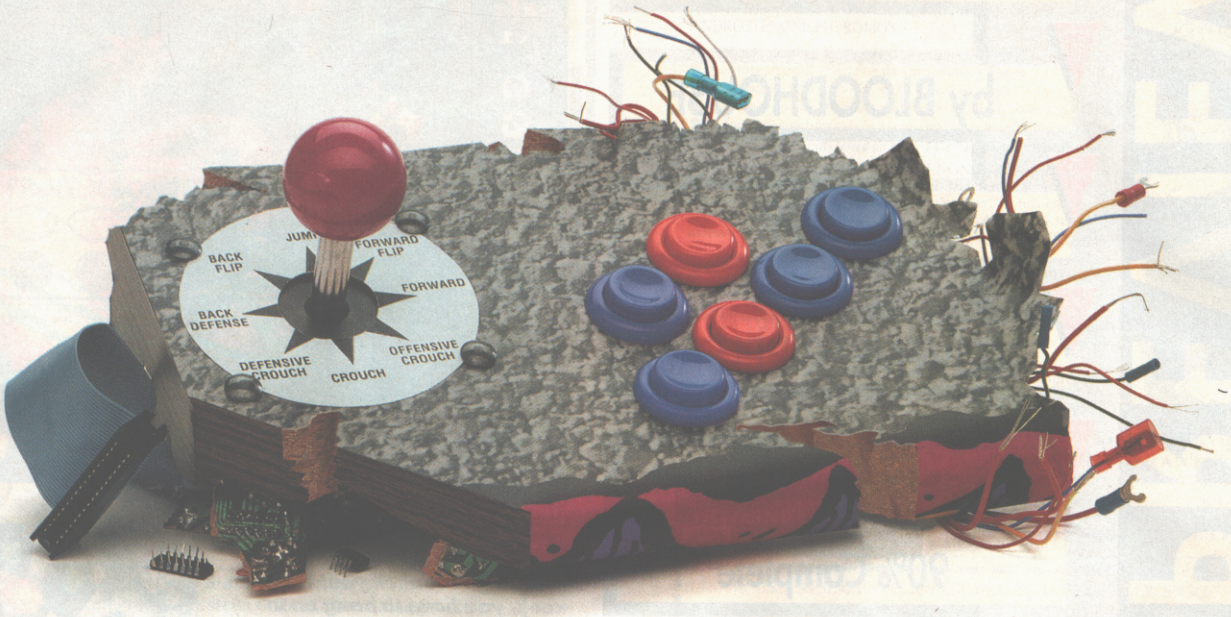


Fishies, blobby things and clouds galore!



The platform you're standing on is safe, but the blue ones crumble under your feet, so be careful.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



WE RIPPED-OFF A PERFECTLY GOOD IDEA.

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad *(also pictured)*. Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. ***IT'S HOW TO WIN.***

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PREVIEW

AMIGA

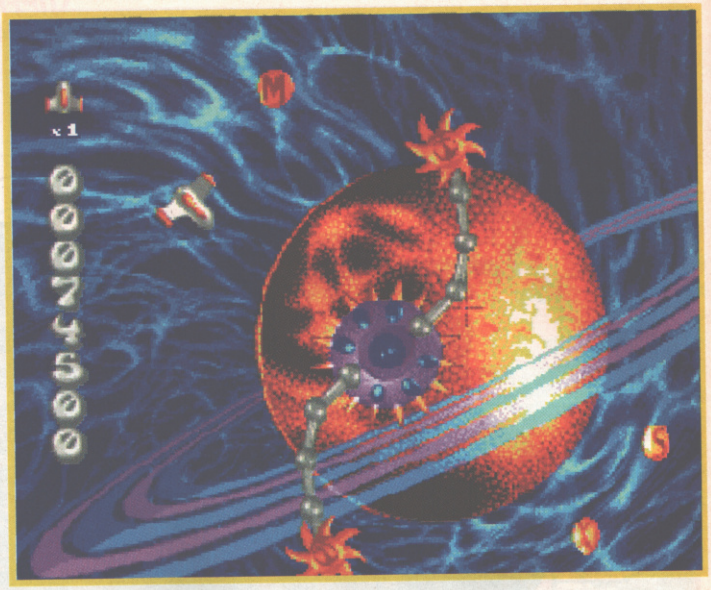
by BLOODHOUSE

£16.99

NOVEMBER RELEASE

Stage of Development

90% Complete



The main game screen in all its glory. Here you can see one of the end-of-level guardians – it's a right git I can tell you! To proceed, you have to hang on in there and do a real mean spot of baddy blasting.

stardust

Bloodhouse looks set to show that it's possible to mix brilliant presentation with decent gameplay

Bloodhouse claims this is "the first Amiga game ever to make full use of ray tracing," – well for once you'd better believe the hype, because the graphics on Stardust are looking seriously groovy.

Stardust is coded by the earlier mentioned Finnish coding team, Bloodhouse, and the game looks like a Nineties version of Asteroids. Your mission is to clear five worlds of meteors and alien ships. Each world is divided into six separate zones which can be completed in any order desired. The next world can only be accessed when the present one's completed.

Meteor strength depends on colour. Golden meteors are strongest, followed by purple, blue and finally grey. When shot the meteors break up into smaller ones until destroyed. Sometimes a useful token is left and these provide extra weaponry such as gun power-ups, missiles, energy or an extra life.

All this action takes place within a strict time limit and if it runs out an evil mothership appears with a horde of little fighters which are nearly impossible to destroy.

The ship itself can take a couple of hits and it is also protected by a shield. The amount of damage depends on the speed of collisions with the meteors and alien ships. These ray-traced baddies are very impressive and look so realistic that you desperately want to try to reach out and touch them. Virtual reality, you could say!

Dartford

Once all the zones on a world have been cleared the next is reached by entering a 3D hyperspace tunnel. This is one of the most graphically stunning parts of the game where you have to guide your ship down the tunnel, avoiding the mines and shooting the asteroids which come hurtling towards you. It's difficult to describe but take it from us: you won't have seen a more impressive effect on the Amiga. There is also a special mission after some of the worlds where the idea is simply to pick up as many extra lives as possible before fuel runs out.

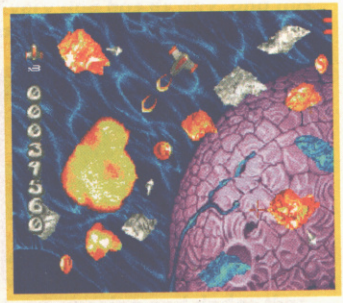
Rocking

This frantic action is accompanied by numerous four channel techno tracks which, thanks to more technical trickery, allows the sound to be played at the same time. Basically this means that the Amiga is pumping out of six instead of the usual four channels of sound.

Stardust is shaping up to be one hot game (not to mention sensibly priced – other software houses please take note!) so keep reading for a full review soon.

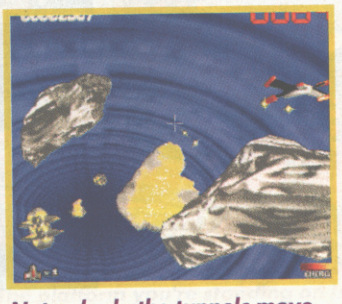
That token near the enemy ship is a smart bomb. Grab it quick!

Power-ups are a must if you want to survive for long.



The explosions are rather tastefully rendered too. Yummy!

One of the tunnel sequences. It moves amazingly fast.



Not only do the tunnels move fast but the sprites do too.

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by AUDIOGENIC

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NOVEMBER

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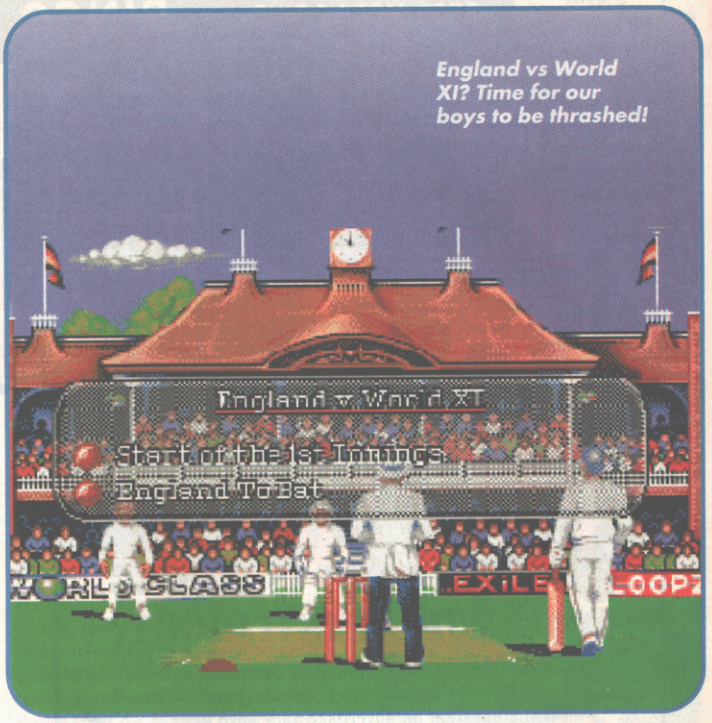


England vs World XI? Time for our boys to be thrashed!

Graham Gooch's SECOND INNINGS

Who says those big and nasty software companies don't listen to you the meek and defenceless public? Audiogenic has

Being the new staff writer it's me who gets the privilege to review or preview those games that nobody else wants to. Second Innings is one such game. However, this isn't because the game is bad, it's because nobody understands cricket in the office, we're all football fans you see.

Audiogenic has taken its highly successful cricket game and implemented a number of changes in this expansion disk (you'll need the original to run it), many of which have been suggested by players of the original game.

Firstly, and most obviously, the computer batsmen now provide a much tougher challenge. The scorecard can also be viewed for any innings and not just the current one.

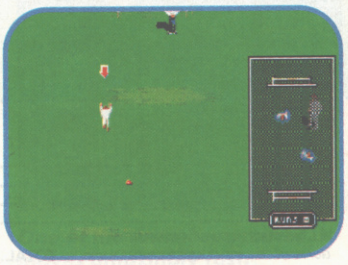
Specially created saved games can now be loaded in and a number have been included with the disk. The complete 18 English county squads with the 1993 batting and bowling averages are all present and correct. And there's more! The England squad heading to the West Indies this winter is also included.

There's also an option to play one of five historic matches which include Freddie Trueman's match in 1964 where he became the first bowler to take 300 test wickets, and the recent Sussex vs Warwickshire Nat West Trophy Final where Warwickshire beat Sussex's record score with 15 runs in the last over.

No cricket fans here

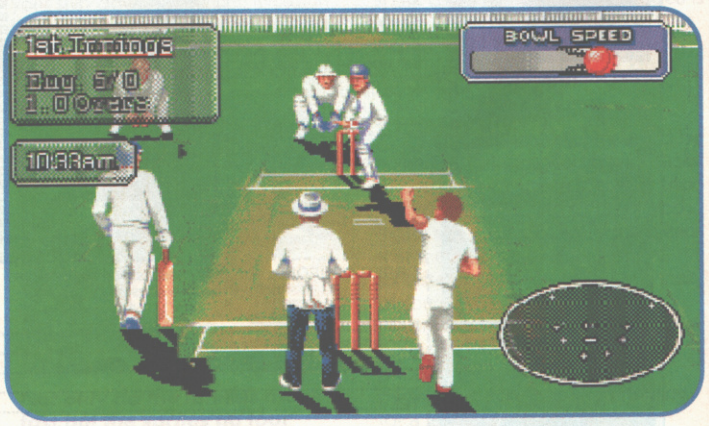
According to Audiogenic there's more changes but these are only noticeable if you're a real cricket fan. This isn't much use to a lowly writer who doesn't know the first thing about cricket, but it certainly plays well, so if the sound of willow's your thing and you enjoyed the first game then you may be in for a treat.

You didn't catch it. DOH!



RIGHT: The game has a wealth of options to appeal to every cricket fan.

BOTTOM: That guy at the bottom left obviously has nerves of steel.



PREVIEW

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by CORE DESIGN

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NOVEMBER RELEASE

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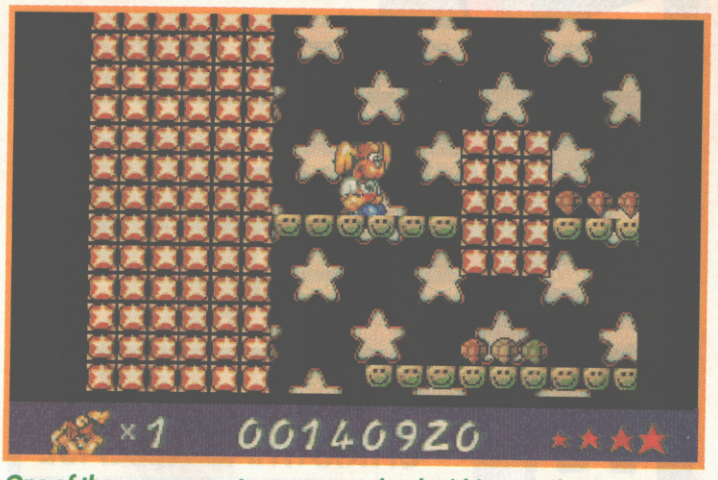


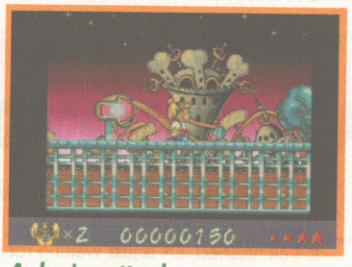
One of the many secret rooms contained within Wonder Dog.

Dogs have more intelligence than we give them credit for and, apart from Rotweillers, they're wonderful creatures. So who better to save the world than Wonderdog?

WONDERDOG

The background faces on level four look like a who's who of Mean Machines' staff writers!!

That's a bit cheesy!



A dog's gotta do...

General Von Ruffbone and his loyal army of vicious dog troopers are rampaging through the galaxy intent, as these baddies always are, on having complete control of the galaxy.

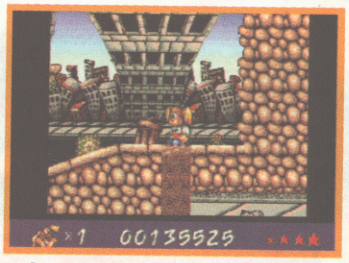
A bit of ruff

Next in line for a bit of social control Ruffbone style is the tranquil, gentle and fun loving planet K9. As the despicable enemy approaches a young pup is hastily injected with the top secret 'wonder' serum and subsequently launched into space in a bone capsule.

Many light years later Wonder Dog crashes back on to Earth where he must mature and develop his fighting skills by completing seven perilous levels, gaining the required combat skills and defeating adversaries in order to return and save his planet from total annihilation.

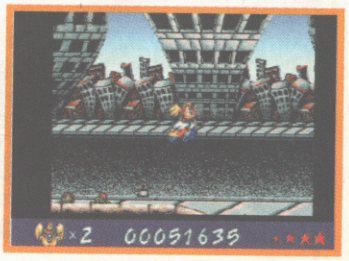
The action begins at Bunny Meadow, where Wonder Dog's basic skills are learnt. Here he must collect as many of the bonuses as possible in order to increase his score and gain extra lives. The action then progresses through levels with titles as weird as Dogville, Scrapyard, Loony Moon and Planet Weird before the final confrontation back on Planet K9.

During his travels Wonder Dog will come across numerous items that he can pick up. These include wings for energy, jewels which reward Wonder Dog with extra points, bones (once 100 of these are collected an extra life is awarded), whirlwinds for short term invincibility and Smileys which reveal hidden platforms leading to various secret bonus levels.



When the ground looks a slightly different colour get those claws out and start digging to reveal a new section.

This game came in just as deadline approached so we didn't't have time to look at it fully (that's our excuse anyway), but rest assured that, barring a meteorite strike, a full review should be in the next issue.



Wonderdog goes for a saunter.

PREVIEW

MEGA DRIVE

by ELECTRONIC ARTS

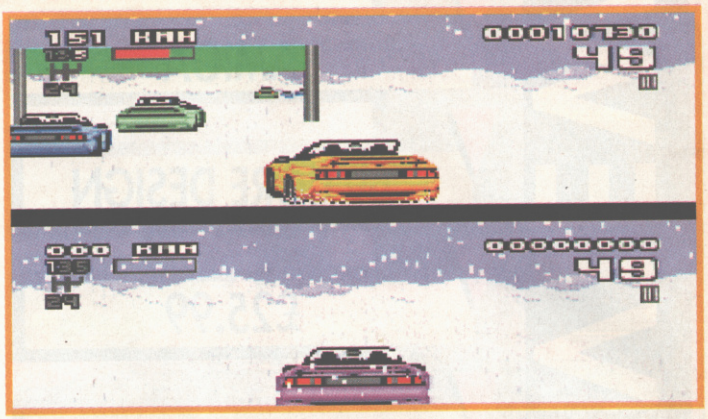
£TBA

CHRISTMAS RELEASE

Stage of Development

100% Complete

LOTUS 2



It's hard to see the track when you're driving in a blizzard.

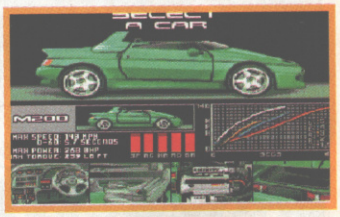
The Lotus Elan – smart car, but alas it's been scrapped by Lotus.

If you feel the need for speed then this is the one to read!

If you thought Lotus Esprit Turbo Challenge was good on Mega Drive, just wait until you take a look at the sequel! Lotus 2 is a conversion of the Amiga game Lotus 3, and when we tell you this little baby is fast, we're not kidding! Based on the not-slow sports car company of the same name (but without the 2 bit), Lotus 2 roars along at a cracking pace – and you can even create brand new tracks if you get bored of the built-in ones!

Incorporated into the game is a clever system called RECS, which allows you to create unique courses without having to go through the hassle of manual editing. What you do is simply alter a series of bars for the amount of bends you want, the speed of the opposition, size of hills, that sort of thing, and the game automatically creates a new course AND gives you a password so that you can come back and play the same track even when you've turned the Mega Drive off! No need for battery back-up here.

The Esprit makes a comeback.



The ultra-swish Lotus M200.

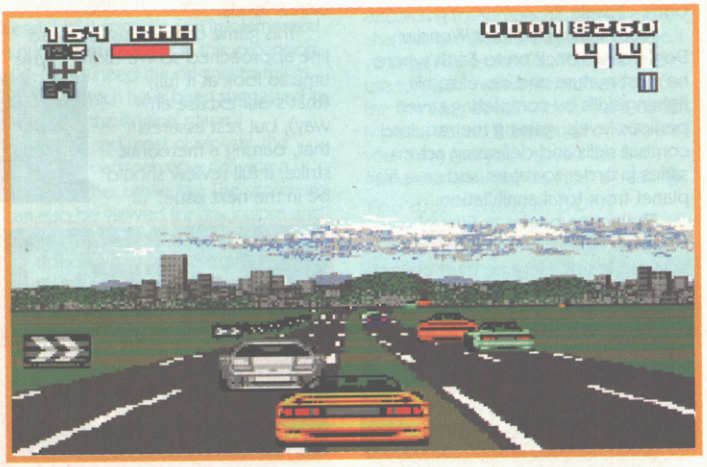
Choose tunes on the CD system!

Road hog

As well as that, the amount of cars available to you has increased. Now you can choose to drive in an Esprit Turbo, the smaller (and now defunct) Elan or the spanky (and rather speedy at 148mph) M200! Split screen two player mode is in there, and you can choose to play either against the clock or against another driver.

A dozen different settings are included in Lotus 2, including fog, rain, a busy motorway (on which cars travel in both directions) and even a futuristic roadway complete with turbo boosting sections of track! Lotus 2 is due to storm on to the shelves in the latter half of December – it's all finished, EA is just waiting for the final cartridges to come through.

If you're a fan of fast action racing games, this should be just the thing to feed your need for speed. Full review next issue!



If you smack into that oncoming Ferrari it'll wreck your no-claims.

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PREVIEW

AMIGA

by EUROPRESS

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NOVEMBER RELEASE

Stage of Development

100% Completed

Pixel Craft, the development team behind Rally, has liaised with Ford Motorsport, Mitsubishi and Subaru to get the detail just right.

Great graphics, but what about gameplay? Find out next month.

Broom, broom and lots of other obvious words for a car game intro. Europress' newie, Rally, comes racing (groan) on to the Amiga.

RALLY

About five years ago Europress had considerable success with a racing game called Lombard RAC Rally. This sold the best part of 100,000 copies, which was no mean feat for five years ago and a pretty fine show even today.

The game wasn't mindblowing by any means, but was playable enough and was one of the first to successfully create that through-the-windscreen look, as opposed to the view-from-outside-and-slightly-behind-the-car, plus it had realistic terrain effects like er... hills.

Five year mission

So here we are five years later, five years older and five billion or so racing games later when Europress is close to releasing a sequel to the RAC Rally titled simply 'Rally'. But RAC fans needn't panic because although the RAC prefix has been dropped (Network Q is the sponsor this time), they've still been involved by providing detailed specifications of the cars in the game and the way they handle in different situations.

Developers Pixel Craft spent ages driving around the real life courses to film the various stages of the final four-day section of the World Rally Championship, the tough challenge around which Rally is based. The cars too have been faithfully reproduced. For this the team visited numerous car companies such as Ford Motorsport, Prodrive (the Subaru rally team) and Mitsubishi. Both the Toyota and the Lancia teams sent in pictures and specifications which enabled Pixel Craft to scan them in at a high resolution and then translate them to the sprites which will be seen in the finished game.

From the screenshots it would appear that Rally is another horrid Mega CD type game where there's plenty of decent looking graphics but very little in the way of control. Pixel Craft, however, has made sure this isn't so and the car is fully controllable, skids round corners and can even roll over.

Although Rally has been developed initially on to the PC, Pixel Craft is making sure the game won't suffer in translation to the Amiga. The game's parameters will be alterable depending on the power of the machine being used. For instance you can choose the number of roadside trees with the result that less trees should mean smoother updates.

Europress is touting the game as the closest thing to driving in a real rally. Let's see when we finally review the finished game in the next issue shall we?

Night driving is never easy, and in Rally you probably won't have cats' eyes to help you see where the middle of the road is.

"It's like driving in a real rally," – but without the punctures!

PREVIEW

SNES

by MARUBENI

£TBA

January

Stage of Development

80% Complete

Like a duck to water, Daffy uses his weapons to blast the submarine.

Watch out Daffy, it's behind you!

A rendezvous with some old pals.

DAFFY DUCK

It's the duck with attitude (and we don't mean Orville)

Yet another cartoon character hits the games screen. Daffy Duck follows in the footsteps of his friends, Bugs Bunny, Tazmania, Road Runner and Speedy Gonzales.

The game is a spin-off from Daffy's original cartoon series, Duck Dodgers in the 24th and a Half Century and has our hero of the spaceways, Daffy, on a mission to stop Marvin the Martian taking over the galaxy (no, not the chocolate kind). Daffy must fend off various aliens along the way which would make anyone's feathers stand on end, and he must also pick up gems and coins which give him extra points(meaning extra energy).

During his mission, which carries him through five main stages and more than 20 levels, he has to keep up his health (indicated at the top of the screen) by picking up jugs of orange juice.

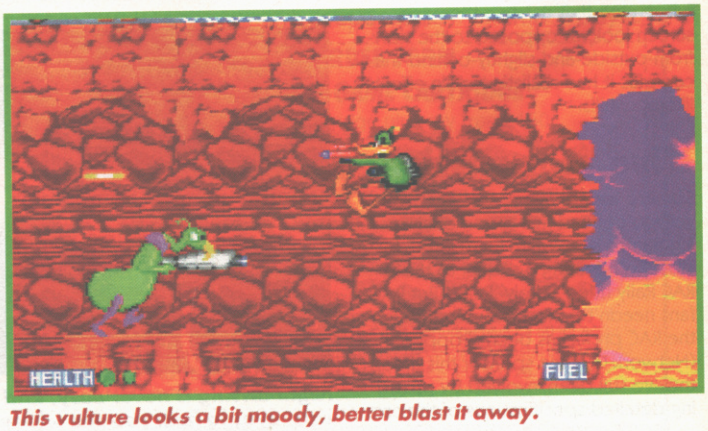
What's up duck

To fight back against attacks from Martians Daffy can purchase weapons, which include a blaster, freeze gun, electricity gun, bomb gun and anti-matter gun. However, don't forget to stock up on rocket fuel too otherwise Daffs will be coming down to earth with a hard bump!

Don't bypass the money bags scattered around because the more cash he finds, the more weapons and other items he can buy. There are a few hidden rooms and areas that contain extra items which are worth picking up that can help him on his way later on in the game. Before Daffy can leave one stage he has to defeat Marvin and his hi-tech weaponry. Once the defeat is complete Daffy's strength and bravery is heralded by the local newspapers (in space, you've got to be kidding!) Anyway, it adds a nice touch to the game and gives your aching hand a rest from the joypad.

Another cartoon special included in the bright game is a special nutty attack icon. If Daffy happens to bump into a mushroom cloud, his whole body seems to be taken over by a strange force and he goes mad, twisting, spinning and somersaulting round the screen knocking down enemies left, right and centre. If the graphics are anything to go by this looks like it could be a cracking good game, incorporating lots of fun and gameplay. We'll give you our full verdict in a review next month.

Spaced out or what? Daffy decides his next move in the mission.



This vulture looks a bit moody, better blast it away.

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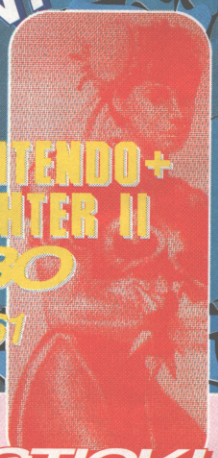

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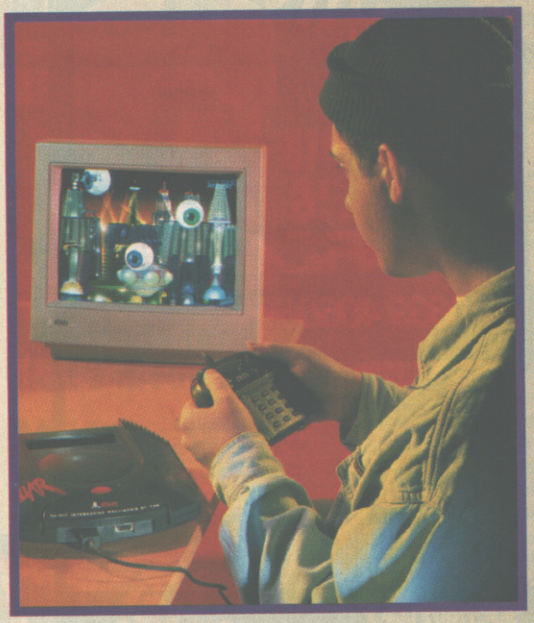
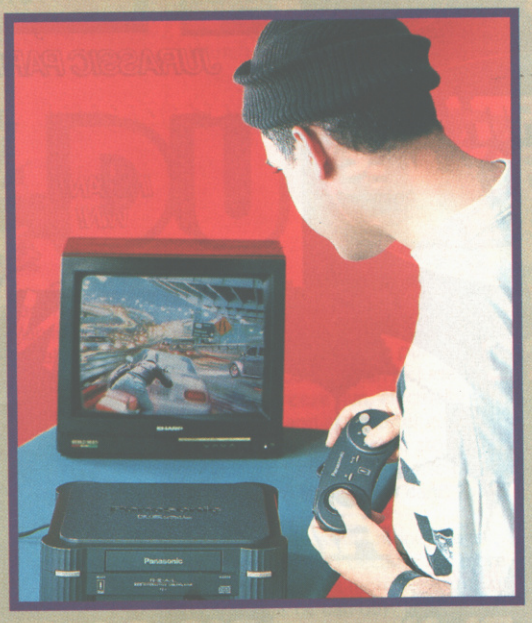
NEXT MONTH

IT'S CHRISTMAS!

Check out all the hot games coming your way this festive period – and beyond!

YOU'VE SEEN THE MACHINES – BUT WHAT ABOUT THE GAMES!





We review the first titles available for 3DO and Jaguar!

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COMPETITION

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GO CAR-RAZY WITH TITUS AND LAMBORGHINI

VROOM! VROOM! We went loopy over the fast driving blast Lamborghini, from Titus, last issue – and why not? Any game that offers a stack of tracks, loads of top racing action and a motor like the Lamborghini to drive deserves to be a good 'un – and with a CVG rating of 82% it most certainly is! So check out this fab compo giveaway...

Yes, those [illegible]es at Titus, in a fit of generosity, have decided to stump up the goods for this hot comp! What they're offering is TEN (count 'em) Lamborghini goody packs, stuffed to the gunnels with a load of official Lamborghini merchandise – T-shirts, caps, sweatshirts, posters, videos, the lot! There's over £1,000 worth of gear to be shared between ten of you, so you'd be a bit of a daft 'un to pass up the chance of winning just because you can't be bothered to buy a stamp.

And just to give you even less of a reason not to enter, we're going to make it dead easy for you, too! We've come up with a few easy questions, the answers to which we want you to jot down on a postcard or the back of a sealed-down envelope and whizz off to us a bit sharpish, like. Here goes:

1. The latest Lamborghini is called the Diabolo – true or false?
2. A Lamborghini featured in which of the following films: Smokey And The Bandit, The Cannonball Run, The Last Boy Scout?
3. Which of the following is NOT a recognised sports car manufacturer: Lamborghini, Ferrari, Lada?
4. Which country do you associate with the Lamborghini?

There, so easy even Deniz could answer them. Probably. Here's the address to send your completed entries to:

MY OTHER CAR'S NOT A PATCH ON A LAMBORGHINI EITHER,
CVG, PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON EC1R 3AU.

Please ensure your entry reaches us by 14 December 1993, otherwise it'll be taking a ride to the county dump.

SMALL PRINT: This competition is not open to employees of Titus or EMAP Images, or their relatives. It's not open to Lamborghini employees either, though why they'd want to try and win their own merchandise when they can just nip into the storeroom and half-inch some of it is beyond me. The editor's decision is final and no correspondence will be entered into. Not even a little bit.

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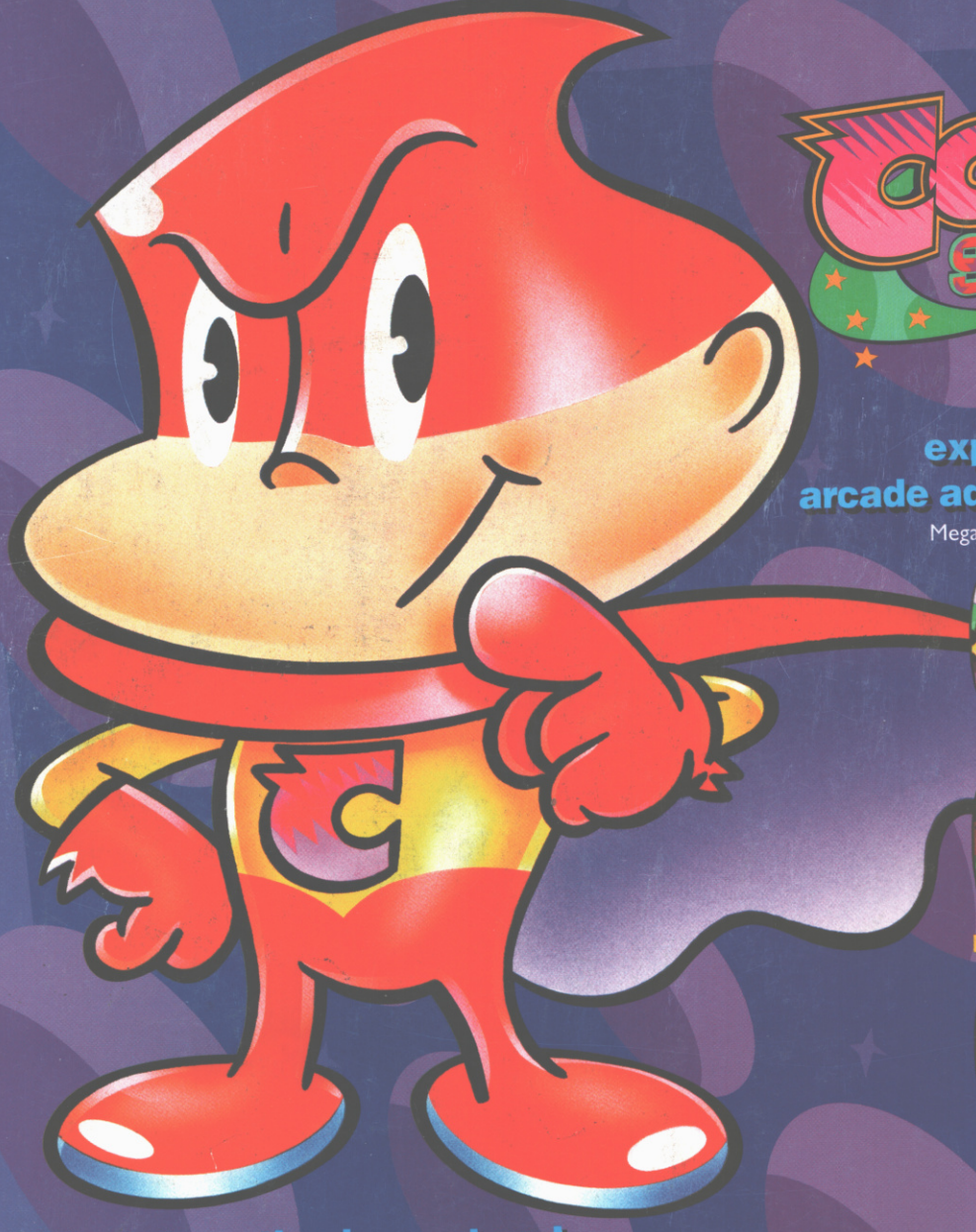

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